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THE HOME GUARD TRAINING MANUAL

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Office Instruction Books*

By MAJOR JOHN LANGDON-DAVIES

With chapters on Rifle, Lewis and Sten Guns, etc.,
by LT.-COL. J. A. BARLOW, West York. Regt.

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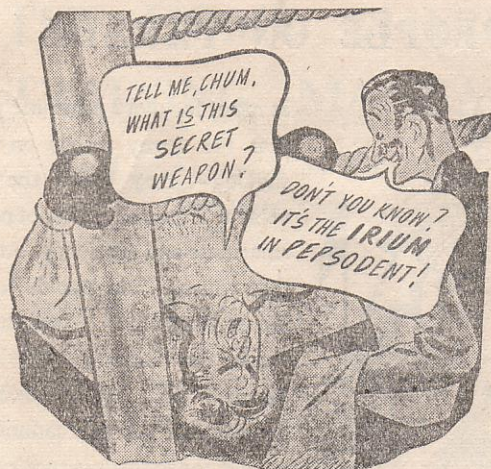
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By MAJOR JOHN LANGDON-DAVIES

Commandant, South Eastern Command Field-
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With chapters on Rifle, Lewis and Sten Guns, etc.,
by LT.-COL. J. A. BARLOW, West York. Regt.
(Winner Army Championship, 1930-31, etc.)

REVISED AND ENLARGED EDITION

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PUBLISHER'S NOTE

Over 125,000 copies of this Home Guard Training Manual have now been sold, and it has become widely adopted since the War Office gave official sanction to its purchase out of training grant to the extent of one copy per platoon.

It has been revised from time to time in order to keep it up-to-date with changing conditions and the general growth of the Home Guard. It should be clearly understood that while this Manual is kept up to date by reference to official documents (in this case up to May, 1942) and while every care is taken to ensure the references are correct, in case of doubt the official documents themselves should be consulted.

The time has now come, however, when a complete revision is necessary. In order to make it possible for those who have the older editions to work easily with those who have this new edition, we are summarising the chief changes that have had to be made.

First of all, in order to make room for the important new material, certain Sections have been transferred bodily to Major John Langdon-Davies' *Home Guard Fieldcraft Manual*. Sections that disappear are Section III, Fieldcraft, and Section XI, Night Training. In order to avoid confusion, the numbers of the Sections have been left as in the old edition and the following are the chief changes in the Sections remaining:—

Section 1.—Object of the Home Guard. Additions explaining what is meant by guerrilla fighting, and a full account of the lessons of the invasion of Crete, and some notes on Russia.

Section II.—Organization. Important additions have had to be made to this Section, owing to the new conditions

PUBLISHER'S NOTE

of service. Full details are given with regard to compulsory enrolment, discipline, new conditions of service, training and duty, mustering and conditions relative to discharge after February 16th, 1942, saluting now that Commanders are commissioned officers, and the full official details of the standard tests required for the Home Guard to qualify for a proficiency badge.

Section III.—Fieldcraft. Is omitted, but paragraphs have been retained to explain the importance of fieldcraft in Home Guard training.

Section IV.—Observation and Messages. Has been revised to include a very full description based on official sources of the Home Guard Battalion Intelligence Section.

Section V. to X.—Unchanged.

Section XI.—Night Training. Transferred to the Fieldcraft Manual.

Section XII.—Anti-aircraft. Unchanged.

Section XIII.—Gas and the Home Guard. The new regulations about anti-gas capes and anti-dimming outfit are included.

Section XIV.—Discipline and Drill. A new paragraph on the new kind of discipline and drill required for modern warfare.

As before, we wish to acknowledge the very helpful co-operation of the Army authorities in the preparation of this new edition, and we are indebted to Messrs Gale & Polden for permission to reproduce diagrams from Lt.-Col. Barlow's *Elements of Rifle Shooting*.

Lt.-Col. Barlow's *Small Arms Manual*, issued in the same size as this Manual at 2s., goes into greater detail about all types of rifles, machine-guns and pistols.

Finally, it is regretted that, owing to the rise in production costs, the price of this Manual has had to be raised from 1s. 6d. to 2s.

THE PRIME MINISTER ON THE HOME GUARD.

(Extract from his speech in House of Commons, Nov. 5th, 1940.)

"Such a force is of the highest value and importance. A country where every street and every village bristles with resolute, armed men is a country against which the tactics which destroyed the Dutch resistance—tactics of parachutists, air-borne troops in carriers or gliders, and Fifth Column activities—if there were any ever here, of which I am increasingly sceptical—a country so defended would not be liable to be overthrown by such tactics.

"Therefore I agree with those who think that the invasion danger has for the time been diminished. But do not let us make the mistake of assuming that it has passed away or that it may not recur in a more acute form. What is it that has turned invasion into the invasion scare? It is the maintenance in Britain of strong forces and of unremitting vigilance by sea, air and land. (Cheers.) A mighty army crouches across the Channel and the North Sea. Substantial masses of shipping are gathered in all the harbours of the western seaboard of Europe, from the North Cape to the Gironde River.

"We must not allow our 'shallow clever' to lead us into thinking that this is all mere pretence, a manoeuvre to tie us down here and prevent our re-disposing our forces. The vital realities of their duties must be borne in upon the whole of our troops and the Home Guard during the winter months. There must be no relaxation except for the necessary leave."

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SECTION I

THE OBJECT OF THE HOME GUARD

1. A New Force. The Home Guard is a new kind of armed force, created because the new methods of invasion used by the Nazis cannot be dealt with only by the Army, Navy and Air Force.

The Home Guard is not a spare wheel kept in readiness to be fitted if anything goes wrong with the others. It is an essential part of the machinery with which Britain is being defended.*

The Home Guard is not simply a body of veteran soldiers and civilians in reserved occupations, brought together as a last supply of reinforcements. Its duties begin at the very beginning of invasion, and it supplements the other armed forces of the Crown by doing jobs which no one else can do.

For you to understand why your services are vital, you must know something about the Nazi method of invasion. Your duty is to help destroy the smooth working of this method, and particularly to destroy the two chief advantages which the Nazis have so far had on their side, **Surprise and Speed.**

2. The Experience of Other Countries. The Nazis have invaded Poland, Denmark, Norway, Holland, Belgium, France. In every case the chief reason for their rapid success was that the invaded country had nothing like the Home Guard. The civilian population was not organized to resist, did not know what it could do, was taken unawares, and was terrorized by the Nazi methods.

The chief lesson we can learn from these successful

*For latest definition of H.G. role see Appendix A, H.G. Inst. 48.

invasions is that, unless the civilian population is organized to take its part in resisting the Nazis, no army or air force, or navy in the world can succeed against them.

But the laws of war, which must be obeyed by every British subject, whether or not they are obeyed by the Nazis, do not permit of civilians offering armed resistance, unless they are organized in a regular corps and wear a recognizable uniform.

That is why people, who would otherwise be civilians, have to join the Home Guard and receive uniform, in order to conform to the rules of war and at the same time to offer the necessary armed resistance to the invader.

The form which this armed resistance will take becomes clear, if we consider how the countries so far invaded met their disasters.

3. How the Nazis Invade. In Norway and Holland, for example, the Nazi method of invasion consisted of four chief parts. If when the Nazis try to invade England they adopt the same method, you must ask yourself what you and your comrades ought to do to frustrate the Nazi plans at each of the four stages.

The four chief parts of the Nazi method are as follows:

(a) The planting of Fifth Columnists,* with instructions to help invading forces when the time comes.

Thus, in Norway, when the Nazi ships steamed up Oslo Sound, the electric mines did not go off, because Fifth Columnists had arranged to have their fuses withdrawn: the shore batteries did not open fire, because Fifth Columnists had seen to it that the order to fire should not be given. In the same way Fifth Columnists prepared the way for parachutists and transport planes to land at the airports without meeting with any resistance from the Norwegian armed forces.

* See Terms p. 180.

- (b) Relying upon preparations already made by Fifth Columnists, parachutists dropped on and near Stavanger airport, just as they did a little later on and near the Rotterdam airport in Holland. The duty of these parachutists was to clear away any obstacles to landing, and to prevent any resistance being organized during the fatal few minutes before
- (c) Transport planes landed troops at the rate of several thousand every half-hour.
- (d) Having by these three means secured the vital places of landing by sea and air (and crossed land frontiers in the case of Holland); having also brought complete confusion to the armed forces of the victimized nation by carrying the attack into all sorts of places far behind the expected points of danger, the Nazis were able to pour in large and completely equipped forces without any fear of opposition.

Your duty is to consider how far any one of these stages in a plan for invasion might be attempted in your locality; and, from your intimate knowledge of that locality to think out methods of resistance, and to train yourself to resist them.

4. It is Like Stopping a Leak. This Nazi method is very like water leaking through a dyke or canal bank. It begins as a trickle, which can very easily be stopped, if there is someone there to stop it at once. But it rapidly becomes a torrent, until, if left to itself, it requires tremendous human effort to deal with it.

Your job is to stop the invasion while its pace and strength are small enough to make the task easy.

Thanks to Surprise and Speed the Nazis have so far succeeded in carrying out their method of invasion with so little opposition that it has had time to grow torrential, and the whole force of the invaded country has been insufficient to deal with it. The force was insufficient because it did not include one vital part—a Home Guard.

5. **Surprise and Speed.** Modern inventions have so increased **Surprise** and **Speed** that the attacking force in any war has a tremendous advantage. For the moment we are on the defensive, and therefore the advantages of **Surprise** and **Speed** are all on the Nazi side. But we must remember that we shall not always be on the defensive. Sooner or later we shall attack. Wars are won by attack, not by remaining on the defensive. When our turn comes, **Surprise** and **Speed** will lead to the destruction of our enemies.

You must realize that very often the best way of defending is to attack. Your job is not simply to prevent yourself and your village from being destroyed. At the right time you can destroy the invading enemy.

6. **Surprise.** We have a very long coastline; and everything that the Nazis have done on the Continent of Europe, from the successful invasion of Norway to the successful invasion of Northern France, has increased the length of our coastline opposite which they can establish naval and air bases. Their bases are now in some parts, such as the Straits of Dover, only a few minutes flying time away, and only an hour or so sea time away.

No navy or air force that can be imagined could possibly prevent invading forces successfully slipping across to our side of the water somewhere if they tried at a dozen or so different points at once.

The Nazis have already got their plans. They decided, perhaps years ago, what stretches of beach, or what harbours would serve their purpose best when the time came. They have accurate maps of hundreds of flat fields or open down-land suitable for the landing of troops by transport plane. They know their plans, or more probably their alternative plans, to the last possible detail: we are in the dark.

To prevent ourselves being surprised, therefore, we must keep a watch on every inch of beach, and on every acre of

land suitable for use by transport planes. Unless the Home Guard has been successfully trained to keep all these points under expert observation for twenty-four hours in the day, the Nazis can carry out at least the early stages of an invasion. There is only one way, in fact, of preventing the Nazi's **Surprise** and that is by successful, trained **Observation**.

Your first duty is to meet **Surprise** with **Observation**.

7. **Speed.** The Generals of the defeated armies of the Continent, including the French Generals, have entirely under-estimated the increase of **Speed** in military operations since the last war. We read of bridges which were not blown up, so that the Nazi tanks thundered over them. Usually this criminal negligence was due to the General Staff imagining that the Nazis could not possibly arrive until next Thursday, when in fact the Nazis did arrive on Monday.

The **Speed** of the Nazi invasion depends upon two things: first, motor or mechanized transport; second, the very skilful timing of each separate military operation, so that it can take its place exactly where it should in the general time-table of the invasion as a whole.

You must smash the Nazi time-table by reducing the **Speed** of any units of mechanised forces that happen to come your way; first, by making it difficult or impossible for armoured units to pass along the roads in the district which you are defending (this is done by skilfully prepared and staunchly held roadblocks and obstructions); second, by destroying tanks and motor vehicles.

It is a good thing to be able to hold these up, even for half an hour, because then they will be late in reaching whatever the general Nazi objective may be, and will that far upset the time-table; but it is far better to be able to **destroy** them, so that they never reach their objective at all.

You must know the right and the wrong way of obstructing roads, and how you and your comrades, even without

any help from the military, can destroy formidable adversaries such as tanks, and cars carrying machine-guns.

8. A New Kind of War. The tasks you must carry out in co-operation with the Army and other Armed Forces are many of them quite new to British military experience. No British road or street has had to be barricaded for centuries. No British subject living in Great Britain has had to be called upon to destroy an invader in our own countryside. Moreover, our Army has not hitherto been trained for this sort of war.

This means that to be a Home Guard offers you real opportunity for adventure. We are faced with a menace. There are no answers in the older military text books. We are, in fact, in the same position as the militiamen in Republican Spain, or the Finnish soldiers in the war with Russia. We have to face an exceptionally well-equipped invader, and find out for ourselves the best way of dealing with him.

It is as well for the Home Guard to understand exactly what is meant by "guerrilla fighting." The following paragraph describing "big war" gives a very clear idea of what "guerrilla" or "little war" is *not*.

The attacking army face the enemy in position beyond a small river, where the enemy is entrenched in the sloping hillside beyond the bank of the stream. The enemy howitzers are placed behind a ridge of hills with ammunition and supply depots farther back, protected by anti-aircraft guns on fairly level ground. Because the bridge over the river has been destroyed by the enemy and because enemy howitzers command the river, it is almost hopeless to send armoured lorries to the river with bridge-building materials, with which to build a bridge, so that the river can be crossed and enemy defences rushed. Therefore it is planned to attack first with sudden intense dive-bombing raids on enemy A.A. guns behind the enemy

lines. Within a few minutes, waves of bombers have unloaded hundreds of bombs around A.A. guns some exploding on contact, others at intervals of fifteen minutes. As A.A. gunners are unprotected by gunshield turrets, they must duck to shelter, while bombers dive low raking their positions with machine-gun fire, thereby stealing the initiative from the defenders. Transport troop planes which have arrived, then swoop down, and parachutists land a soon as the time-bombs have stopped exploding. Parachute troops on landing get out from the parachutes by snapping the quick release gear as soon as their feet touch the ground, and immediately use their automatic rifles and machine-guns, which are landed in cylinders from other parachutes. They furiously attack the A.A. guns with these, and if possible keep the howitzers occupied. While this is happening troop-carrier planes land along roads or fields, thirty to forty fully armed men file out of each plane, and attack the entrenchments on the ridge from the rear, thus creating a diversion among the first line defenders whose artillery is by now greatly weakened. At this moment amphibian tanks are bridge-building, troops cross the river to attack the enemy's front before he can command the situation in his rear.

The above paragraph from a German military paper, published in February, 1939, shows mechanised war as it is to-day, a game of chess played by terribly powerful pieces moving and counter-moving against one another. In such a battle the Home Guard has little or no part to play, because it does not use the specialised weapons required, and mere courage and tenacity are not enough to produce useful results.

In small warfare however, things are very different. The Home Guard will fight not as a piece moved forward in a complicated game of chess, not supported by artillery or helped by reconnaissance planes, or covered by tanks, but as isolated units either preventing the Nazis moving into

their desired positions, or making life miserable and impossible for the Nazis when they are trying to occupy a piece of territory which they have temporarily overpowered. At the same time the Home Guard will always as long as possible be under the operational control of the local military commander in direct descent from the Commander-in-Chief, Home Forces.

The Home Guard preparing himself for guerrilla fighting needs therefore, quite different training. He must be even more self-reliant than any other soldier, and whereas the others must be first and foremost skilled technicians, he must be a hunting animal, relying on his own commonsense, his skill in moving and shooting, and his knowledge of the country through which he is hunting.

Take another look at the paragraph quoted above. There is no reason why the attacking Nazi plan should go as smoothly as it seems to in the book. It has its weak points, and the Home Guard has been organised to take advantage of certain of those weak points.

For example, it is assumed that the A.A. gunners are the only people who can prevent the parachutists being brought in transport troop planes, and that as they have been immobilised by plastering their position with time-bombs, nothing can stop those planes from discharging their human bombs.

Also it sounds on paper as if those human bombs will be perfectly ready to explode directly they touch the ground.

Neither of these facts is true, however. A.A. gunners are not the only way to deal with parachutist-bearing planes, and parachutists are not ready to go right ahead directly they land.

Here is the weak point where the Home Guard can come in. Just as the A.R.P. Services put out an incendiary bomb before it can cause a conflagration, so they put out the human bombs before they can devastate the area that is under attack.

9. Weapons to Frighten. We shall study in detail the experience gained in the Spanish War and the Finnish War of how to deal with the weapons of modern mechanized

warfare and the methods of modern total* aggressive war. But by way of introduction we must say that these experiences teach one vital truth—that the weapons of modern mechanized warfare, tanks, dive-bombers, and the rest, are alike in one particular at least; their bark is worse than their bite.

A thirty-ton tank lumbering along an English country lane is a terrifying object: but it is also a helpless one. Treat it right, and it will very soon cease to be a source of danger.

Part of your training, therefore, is to study methods, many of them very strange, of putting out of action even large tanks and the most modern of automatic weapons.

10. Your Weapons. In order to carry out these tasks you must, of course, have the right weapons.

The rifle is the king of weapons, and every Home Guard must practise rifle shooting. Rifle drill is an important, though not the most important, part of his regular training. But in the new kind of warfare which he must learn there is a place for all sorts of new weapons. Shot-guns may be as valuable as rifles themselves on many occasions.

Very often the conditions of fighting will be the same as when Chicago gangsters find themselves up against G-men: and in these cases the weapons usual on such occasions, especially the Tommy-gun or the bomb, will be better than either a rifle or a shot-gun.

But we must not rely on these alone. Everybody knows that the British Empire is straining every nerve to increase the armament of the men defending it. But there is a great shortage to make up; and you may find yourself supplied last of all.

That does not mean that you must settle down to being poorly armed. Learn how the Spanish people used sticks of dynamite, blankets steeped in petrol, railway sleepers, a few yards of iron railing, to destroy the tanks sent against them. Learn how the Finns, because they were not wealthy enough to buy all the necessary anti-tank guns or mines

* See Terms, p. 180.

for the roads, invented the "Molotov cocktails" and small home-made mines with excellent results.

You are already far better equipped than were the Spanish militiamen, who held up General Franco for many months outside Madrid; and some of you are as well equipped as the Finns, who held up the enormous Russian armies on their frontier for more than three months.

11. Tactics. When you are learning how to use your weapons it is not sufficient to know how to load, fire, clean and strip them. Of course, you must be a good shot, because otherwise you will be useless, but having learned to shoot straight, you must learn *when* to shoot.

For example, anyone except a thoroughly experienced soldier is apt to fire too soon. It is particularly important for the Home Guard to realise the importance of holding their fire whenever this is possible. The man who knows how to get within fifty yards of his enemy unseen, and to lie up until the right moment to shoot and get away again unseen so as to shoot another day, has multiplied the number of rounds of ammunition with which he has been supplied tenfold.

It is not sufficient to know how to shoot a rifle at a rifle range. You will not be shooting Nazis on rifle ranges. You must practise shooting under very adverse conditions, for example, through smoke.

It is a very different matter to arrange oneself at one's leisure in a comfortable position so as to shoot at a target and to know how to be ready to shoot at any moment from any position, however uncomfortable, and with little or no warning.

Again, you must understand the tactical value of your weapons. A very good example of what this means is afforded by the Tommy-gun. This is an entirely new weapon to most people in the Home Guard. In consequence, you hear of people who have learned to shoot through the

sights and try to shoot accurately at two hundred yards, but the Tommy-gun is not meant for this kind of shooting. The tactical use of the Tommy-gun is rather like the use of a pistol. It is for close-in fighting where visibility is bad and you come on your enemy very suddenly. It was invented for fighting at street corners, and it is invaluable for all street fighting and in wood fighting, and also for clearing a room in a house occupied by the enemy. In these conditions you do not have time to aim through the sights, and you will therefore do much better if from the very start you get used to shooting from the hip and advancing round corners or through undergrowth with your finger on the trigger.

In the same way every weapon has its tactical use, and every Home Guard *must* be trained in the tactical use of his weapons.

12. Your Countryside. Having thus got some idea of the way in which the Nazi invasion is likely to take place, and how you can prevent it, you should take a look at your own countryside.

Most of the British countryside, especially in the most vulnerable areas, is ideal for the kind of defence which you are called upon to organize. It is exactly the sort of country which is a nightmare to the Nazi.

Compare Poland with England. Most of Poland is part of the great Central European Plain. It has few mountains and few little streams. It is easy to sweep across it in any direction at great speed. Nature does absolutely nothing to help the defenders with obstacles.

Now think of the typical English countryside—small fields, surrounded by hedges or walls or ditches, dozens of little streams, hills and valleys, numbers of woods, crooked winding roads, all the raw material for successful defence by small bodies of determined men.

In order to appreciate what a tremendous help nature offers the defenders of Britain, you must know something

of the sort of tactics which can best be used in broken and enclosed country. You have heard of the Khyber Pass. Half the roads in England can be made as dangerous for an attacking force as the Khyber Pass, provided you know how to take advantage of hedges and ditches, woodland, steep gradients and sharp corners. (See Section 3).

Never forget in all your training that detailed knowledge of the countryside is the most valuable asset in the sort of war you will have to fight in a Nazi invasion—and it is the one thing you can have and the Nazi cannot have.

That is why training is a twenty-four-hour job. There is never a moment when you cannot learn something useful for resisting invasion. Get out of your mind altogether the idea that training begins and ends in the drill hall or in exercises with your unit. You can train yourself at work, in the dinner hour, in bed going to sleep, on every walk or ride through the country you have to defend.

13. Co-operation with the Army. Once you understand the sort of tactics to use against the Nazis, and once you know how to take advantage of the natural defences of your locality, you will be able to think out all the problems of local defence, which are bound to be different for every town and village in the country.

But you will not be expected to undertake the whole defence, even in your own village. You are working in co-operation with the other armed forces; and you must know how the Army is organized, what part it will take in defence, and what part it will leave to you. You must learn, therefore, what military forces there are in your locality, how to get in touch with them, how to do your job without hindering them in doing theirs. Just as you have to understand something about the various parts of a rifle, in order to use it and clean it, so you must know what the parts of an army are, and why they exist.

14. The Lessons of Crete. Since this Training Manual was first published, the Germans have successfully invaded Yugo-Slavia, Greece, Crete, and unsuccessfully invaded Russia.

Fresh lessons for us in the Home Guard can be learned from all these, but especially from the experiences of Crete and Russia.

Crete was a dress rehearsal for the invasion of Britain. The invasion had to be carried out entirely by airborne troops, because our Navy prevented sea landings. It was successful because we were unprepared to meet it in several different ways. We had not yet learned how to defend airfields, or to improvise new ones quick enough. This is not, however, a matter for the Home Guard. However, certain other deficiencies concern the Home Guard very closely.

Here is a summary of the lessons of Crete as it affects our training and duties.

German prisoners informed our Military Intelligence that our positions were given away from the air by being badly concealed, and that steel helmets particularly were extremely visible. Long before any troops were landed from planes, two other things had happened. The order of events was:—

- (1) The Germans sent reconnaissance planes to photograph the whole area which they proposed to attack.
- (2) Whenever they saw on their photographs signs of a defended position, they made a concentrated dive-bomber and fighter machine-gun attack.
- (3) Only after everything revealed by the photographs had been bombed from the air were parachute troops dropped from planes and gliders, on and around the airfield selected for attack.
- (4) After the parachute troops came airborne troops carried in planes or gliders, the parachute troops having prepared the way for them by putting the

defenders out of action as far as they could, and clearing the runways for aircraft to land.

- (5) Having thus got off to a good start, they supplemented their other methods of landing troops by crash-landing aeroplanes on level pieces of ground in the neighbourhood without counting the loss.
- (6) Having in this way landed a formidable force from the air, all their troops united together against a common objective.

The lessons for the Home Guard include the following:—

- (1) Since the enemy does not attack except after careful and detailed reconnaissance from the air, followed by dive-bombing, it is of no use when preparing defended positions and taking up action stations only to think of the enemy on the ground. Positions must be well concealed, and the enemy's reconnaissance made as confused as possible by dummy positions.
- (2) The enemy did not attempt to dive-bomb special targets with individual planes. They bombed the whole of the area that they had found to be defended, so as to put anything out of action that happened to be within the area. Unless the defenders were prepared for this kind of air attack, they found it very demoralising. The lessons for the Home Guard from this fact include the following:—
 - (a) All your posts must be as small as possible and carefully camouflaged. The slit trench gives the best protection.
 - (b) Alternative positions must be sited, if possible, with a covered approach.
 - (c) You must not open fire on targets out of effective range, as this gives away positions without producing results.
 - (d) You must get accustomed to noise and not let it worry you.

- (3) **Parachute attacks.** Parachute troops were dropped from about 300 feet from aircraft and gliders. Those that dropped in range of defenders were easily disposed of. They used bomb craters for immediate cover. They landed on sides of hills as well as on the flat. Arms containers had different coloured parachutes. Each man carried an automatic pistol, four hand grenades, a large knife, and a sketch map showing his job. In some cases Tommy-guns were strapped on to their backs. Remaining equipment (L.M.Gs. light mortars, tommy-guns, Very pistols and ammunition) was dropped in containers.

Their morale was very low unless they had time to organise after landing. When attacked at once they were easily disposed of.

Small arms fire against descending parachute troops was only effective at short range.

The lessons for the Home Guard in this include:—

- (a) Parachute troops must be attacked at the earliest opportunity. Every second counts in making your plan and carrying it out. Every moment lost will cost you lives and ammunition. Risks must be freely taken in order to gain time. The enemy must be sought out and destroyed.
- (b) You must not wait for parachute troops to attack you.
- (c) Memorise covered approaches to all points in your area where they may land.
- (d) If possible prevent them from reaching their arms containers; the weapons they carry on them are only short range, so you can snipe them while you are out of their range.
- (e) Authority has been given for Home Guard sub-units to form mobile fighting patrols for this role of anti-parachutist action.

15. **The Lessons of Russia.** In passing, it is worth while noting that in Yugo-Slavia, in spite of the rapidity with which the Germans put the Army out of action, they have even yet failed to occupy a very large part of the country.

Yugo-Slavia is an example of what can happen when a nation cannot put up a show in the "big war," but can put up a grand show in guerilla or "little war." The Yugo-Slav Army was not fitted in personnel, training or equipment to offer permanent resistance to the German panzer divisions and air-power, but the people of Yugo-Slavia, retiring to their mountains and forests, have made it impossible for the Germans to carry out the subjugation of the country.

In Russia we see what happens when a country has both got the facilities for waging big war, and the courage and spirit to continue little war

The lesson of Russia for the Home Guard is that Armies can only oppose the German invaders if they have the active, ruthless and aggressive co-operation of the whole of the people to back them up.

The Home Guard must regard it as an essential part of their training, especially in country districts, to be able, if necessary, to live off the country, to hide up in woods, to sleep in the open and carry on in isolation while the Germans are in temporary occupation of their locality. This is as much part of their training as any knowledge of weapons, anti-tank measures or guard duties.

EXERCISES

In winter training can be assisted by lectures and films. No less important is the formation of discussion groups, preferably in conjunction with neighbouring units.

Question 1. In what way is the Home Guard a new kind of force?

Question 2. From what you have read about the invasion

of Norway, how could you, as a member of the Home Guard, have made the Nazi invasion of Norway more difficult?

Question 3. What are the chief parts of the Nazi method of invasion?

Question 4. If you were in the Great War of 1914-18, compare the speed of that war with the speed of Nazi invasion to-day, and explain why the speed of war has increased.

Question 5. How can you destroy the Nazi use of **Surprise** in your district?

Question 6. How can you counteract the Nazi use of **Speed**?

Question 7. Remind yourself of the Nazi method of invasion described in this section, and then describe the difficulties which the Nazis would meet in carrying them out in your own particular locality; for example, landing of transport planes

SECTION II

ORGANIZATION

1. **New Conditions of Service.** Changing needs of the war situation have brought it about that the Home Guard which, as the L.D.V., began as a purely voluntary organisation, has had to become more strictly disciplined and with greater obligations for service

In order to keep faith with those who had enlisted first of all on a purely voluntary basis, any member of the Home Guard was permitted to resign by February 16th, 1942. After that date, new conditions of service applied. These new conditions lay down very much more clearly the status of the Home Guard as a member of the armed forces of the Crown.

The chief changes, which should be understood by every member of the Service, can be divided into the following important subjects:

Compulsory enrollment or "conscription."

Discipline.

Training and duty.

Mustering.

Conditions relative to discharge.

A great deal of confusion and uncertainty would be saved if every man sees to it that he knows the contents of the next five paragraphs.

2. **Compulsory Enrolment or "Conscription."**
Compulsion is now being applied throughout the country.

ORGANIZATION

The reason for this is that there are certain parts where, for one reason or another, there was an insufficient enrolment in the Home Guard for the Home Guard to be able to carry locally its part in the defence plans. In most parts of Britain this was not the case.

When conscription has been imposed, it will apply to British subjects between the ages of 18 and 51, and the selection of men to be enrolled will be made by the Ministry of Labour and National Service. This Ministry will direct the selected men to report at a certain date and time to their local Home Guard unit, and will notify that unit of particulars of the men who have been so directed.

People thus ordered to join the Home Guard will have right to claim exemption either on the grounds of conscientious objection or on medical grounds, before they are enrolled, and if after they have been enrolled the Home Guard Battalion Medical Officer examines them and finds them medically unfit for the Home Guard, they will be discharged at once.

If you are already in the Home Guard you need have no fear that the conscripted men will be unsuitable on grounds of security for the Home Guard, because the Ministry of Labour will consult the police on these matters before deciding to call any man up.

3. **Discipline.** The "housemaid's clause," whereby fourteen days' notice could be given to a Home Guard, or fourteen days' notice be given by a Home Guard, has been abolished, and from now on all members of the Home Guard are enrolled for the duration of the war or until their services are no longer required. This means that officers will no longer be able to get rid of men for breach of discipline by this method, and from now on the Home Guard will be subject to military law under certain sections of the Army Act.

There are however, some very important differences

between discipline applied to a Home Guard and to a member of the Regular Army. The way in which an offence will be punished depends upon whether or not the unit to which the offender belongs has been "mustered," that is to say, ordered to proceed to action stations because an invasion has begun or is likely to begin. When, as at present, the unit is not mustered, a member of the Home Guard who without reasonable excuse absents himself from parade or duty will be liable on summary conviction by a Civil Court to a maximum penalty of a fine of £10 *os. od.*, or one month's imprisonment or both, that is to say, he will be summoned before a magistrate and his case will be dealt with forthwith. Before this can be done, however, authority must come from the Commander-in-Chief of the Army Command in which the unit is situated, and Command Headquarters will inform the Battalion Commander who informs the local police, who will take action.

Here is a case in point. Volunteer X does not turn up to a guard duty which he has been told to perform by his Platoon Commander. It is reported to the Platoon Commander by the N.C.O. responsible for the guard. The Platoon Commander reports it to the Battalion Commander. The Battalion Commander reports it to the Headquarters of his Army Command, with a recommendation that action be taken, the Headquarters of the Army Command send the particulars to the Battalion Commander who informs the local police and instructs them to take proceedings.

Note that no member of the Home Guard will be ordered to do a guard duty, or any other duty, if he has a good excuse for claiming exemption from that particular duty. Full particulars of this will be found in the paragraph on Training and Duty.

Thus every safeguard has been given to members of the Home Guard. They can (*see below*) first of all make sure that they are not called upon for a duty which their civil

obligations, their health or some other good reason, prevents them from carrying out. They cannot be prosecuted without their case being reviewed by a high authority. They have the right of trial in the Civil Court before a magistrate.

Directly the unit to which a member of the Home Guard belongs has been called to action stations because an invasion is expected or has begun in his locality, the situation is completely changed. He then is a serving soldier under the Army Act. He will be liable to the same punishments as a soldier for absence without leave and desertion, and for any other military crime committed while on active service.

4. Training and Duty. Quite apart from conscription, which now applies to all areas, members of the Home Guard can now be ordered to perform training and operational duty for periods not exceeding a total of forty-eight hours per four weeks. It must be clearly understood that this total of forty-eight hours is the maximum amount which can be required of any one member. The actual amount of training or operational duty to be required by his Commanding Officer of any one man will depend upon the following:—

- (1) The member's civilian employment, that is to say, no Commanding Officer will demand more hours of duty than can be performed by a member of the Home Guard, bearing in mind the job he is doing in civil life.
- (2) The distance he lives from the place of training. If a man has to journey several miles either from the place where he works, or the place where he lives, in order to do his Home Guard duties, this will be taken into account by his Commanding Officer when deciding how much is to be expected of him.
- (3) The standard of training of the Home Guard. If, because for example, he has not hitherto turned up to sufficient instruction and drills, the man is in a poor state of training, his Commanding Officer will order

him, bearing in mind the other factors already mentioned, to come more often than better trained men to instruction and drills, so that he can make up for his slackness in the past and reach the standard of the others.

- (4) The Commanding Officer will bear in mind the operational needs of the Home Guard in any particular unit that is to say, where as for example in some large towns, there are very many men in the Home Guard, there may possibly be less need for increased hours of training and operational duties, but where as in some country districts, for example, the population is thin and the numbers small, operational duties may claim a longer number of hours per month.

The decision on all these matters will be made by the Company Commander who knows local conditions and the individual situation of the men in his Company, and he will of course receive instructions from higher authority.

It is definitely laid down in the instructions that every care must be taken to see that some men are not required to do many more hours than other men in the same unit, except when these other men are unable to perform duties for the reasons outlined above. Whenever possible, twenty-four hours a month is to be spent on actual training.

Thus the new regulations are intended to make quite certain that everybody does his share, but that nobody is unfairly treated.

5. Mustering. The Home Guard was organised strictly for local defence duties, and as a force of men living in their own homes and doing their civil jobs. It has always been perfectly clear that once an invasion has begun or is expected in the immediate future, this state of affairs may not always be possible.

The Commander-in-Chief, Home Forces, will issue the

order to muster, and the order will be passed through the usual channels to Home Guard Platoons. Home Guard Platoon Commanders will be responsible for seeing that each member of their platoon is informed of the order. Once the order to muster has been given, Home Guard members will perform such a duty and at such a place as may be required of him by his Unit Commander, and there will be no maximum number of hours of service.

Certain members of the Home Guard will have to continue their civil employment as far as is possible. In the case of units recruited from men who are doing vital war work, such as factory units, railway units, public utility units and Government Department units, the managements concerned must be consulted by the Home Guard Unit Commander before issuing orders to men to leave important civil work immediately the order to muster is given.

Company Commanders are expected now to divide the men in their Company into those who are able to report for duty immediately on mustering, and those whose civil duties will have to be continued until a later stage of emergency. Each man must be warned as to whether he will be expected to report immediately for duty, and stood down later if his continued presence is no longer required, or whether he is to report to his platoon or other Headquarters for orders as soon as his civil employment permits. Even in this second case he must report within forty-eight hours, when he may be told either to continue his civil work or to proceed to action stations.

6. Conditions relative to Discharge. There is no longer any question of fourteen days' notice. All members of the Home Guard serving on 16th February, 1942, or joining after this date, will be considered to be enrolled for the duration of the war until their services are no longer required or until called up for service.

Members of the Home Guard may, however, apply for

discharge for good reasons such as changed conditions of employment or residence, ill-health or hardship. The Battalion Commander will be responsible for deciding whether a discharge shall be granted. If a man is discharged from the Home Guard, he may still have to perform part-time service in the Home Guard or in some other Service, in accordance with the directions of the Ministry of Labour, subject to the usual rights of appeal.

7. Your Status as a Soldier. Apart from the matters discussed in the last six paragraphs, there are certain points about your status which you will do well to remember.

When on duty you form part of the armed forces of the Crown, and are subject to military law as a soldier.

You must obey the orders of your Commanders.

Being a member of the Home Guard does not exempt you from being called up for regular military service.

Uniforms, badges, equipment and arms issued to you are the property of the Government, not to be used except when on duty or on such occasions as your Commander orders. You should remember, however, that when the invasion starts or is known to be imminent, you will be told never to part from your rifle, uniform and other equipment.

Men who work in one district and live in another will be given special orders. If you are in this position, you should ascertain now from your Platoon Commander what you are likely to be expected to do.

Your officers are holders of the King's Commission. Their usual rank is as follows:—

The Zone Commander commands an area which is usually a county or a division of counties (such as East Sussex) and has the rank of Colonel.

The Zones are divided into Battalions under a Battalion Commander with the rank of Lieut.-Colonel.

The Battalions are divided into Companies, under a Company Commander with the rank of Major or Captain.

The Companies are divided into Platoons under Platoon Commanders, with the rank of Lieutenant.

Platoons are divided into Sections, under Section Leaders wearing three chevrons (sergeant's pattern), on both arms.

Sections may be divided into Squads under Squad Leaders with one or two chevrons (corporal's pattern).

Officers of the Home Guard are in precedence junior to all regular officers of their own rank, but senior to all officers of lower rank in the Army.

8. Saluting. When the Home Guard was first formed, its Commanders did not hold the King's Commission, and it was generally considered that saluting was unnecessary or out of place.

It is perfectly true that a certain type of Commander, who has since been eliminated, tended to lay undue stress on formal ceremony and discipline, including saluting, and this caused such things to be unpopular.

It should be realised that there is nothing undemocratic about saluting correctly understood, and that those Armies which pride themselves upon being the most democratic of all, including the Russian Army, lay just as much stress on saluting and ceremonial discipline as the more old-fashioned Armies.

The situation has changed now that the Home Guard officers hold the King's Commission, and saluting should therefore be carried out by officers and men when they are in uniform. This does not mean that saluting should be overdone, for example, soldiers are not expected to salute every officer they meet on a crowded London street, but soldiers of the Regular Army and members of the Home Guard alike should salute the officers of both services, and saluting should always be insisted upon when a unit is on duty and orders and messages are being given and received.

9. **How the Army and the Home Guard are Organised.** The Army has to be organised into groups of various sizes all the way from Army Corps down to Platoons and Sections. In this way plans can be made and carried out in the most efficient manner. The officer at the head of each of these groups is responsible for carrying out certain instructions, which he in turn gets from higher officers.

Thus, because a Commanding Officer has under him a certain number of Companies, each with their Captain, he is able to trust the Captains to carry out all the details of an order as they effect the Company. Because the Captains have their Companies divided into Platoons, they are able to hand over the responsibility of carrying out certain details to the officer in command of Platoons.

In the old days at the bottom of everything was the common soldier, the ranker, who was supposed not to have to do any thinking for himself. Those days are past. The only difference between the plain soldier and any of his officers is that, although they all have to think for themselves, they have a different kind of detail to think about. This is especially true of the Home Guard.

The special type of work which the Home Guard has to carry out makes it necessary for every member of every Section to have an intelligent idea of the general plan for the defence of his locality. It is fatal for you to imagine that you can leave everything to your Company Commander, or your Platoon Commander, or anyone else. These officers are not there to save you having to think for yourself. They are there because organization helps to speed up action.

In Home Guard fighting the most important unit is the Section since poor visibility and poor communications will very often cut off the individual Section from outside advice and support. Therefore every opportunity must be taken to create good *esprit de corps* in the Section. Men in one Section should be encouraged to meet together outside

their hours of duty and to compete in games and exercises with other Sections. Every effort must be made to secure Section Leaders who are trusted by their men. Every member of the Section should be trained to take the leader's place in case of a casualty.

10. **Parts of the Army.** The Army is divided up into different "Arms," each of which has a different task to perform, whether in attacking or defending. The chief "Arms" are as follows:

- (a) The Infantry. Still the bulk of any army, and still having to do its fighting on foot, although nowadays infantry are usually brought to the scene of the fight in mechanised transport. Most of the regiments are by counties.
- (b) Cavalry. These do not mean only men on horseback. In fact, there are fewer and fewer horses in the army. Soldiers fighting with mechanised vehicles such as armoured cars and motor cycles are nowadays called cavalry.
- (c) The Royal Armoured Corps. These are the Tanks. Tanks are of different types and weights, for doing different jobs.
- (d) The Royal Artillery. These include units of many types, all of them using guns. Among the kinds of artillery in modern war may be mentioned the Anti-Tank, the Anti-Aircraft, Coast Defence, and Searchlight Batteries.
- (e) The Royal Corps of Signals. Modern warfare has increased the skill required in keeping up communications, and the signallers now belong to a separate arm, and consist of men with knowledge of telegraphy and wireless. There are motor cyclist despatch riders in the Corps of Signals.
- (f) The Royal Engineers. These are the skilled workers of the Army, and build trenches and fortifications, destroy bridges and houses, build bridges, etc.
- (g) The Royal Army Service Corps, which supplies food and fuel, and transports them to wherever they are wanted.

- (h) The Royal Army Medical Corps, with its regimental aid-posts, field ambulances, casualty clearing stations, and hospitals.
- (i) The Royal Army Ordnance Corps, which is responsible for all supplies except food and fuel.

Most corps are commonly called by their initials, "R. E.", for instance.

11. Yourself and other Services. In every locality the Home Guard and the Civil Defence Services must understand one another's work, and co-operate. You must acquaint yourself, therefore, with the following branches of the Civil Defence Services.

- (a) Air Raid Wardens. The air raid warden's duty is to help the public during an air raid, and to tell the local authority what is happening and what kind of A.R.P. services are required to deal with the situation.

Air raid wardens are grouped together in the wardens' post. You should know the address of the wardens, and the wardens' posts where your Section has to operate.

- (b) First-Aid, or Stretcher Apparatus. These are under the control of the Local Medical Officer of Health. Their duty is to help the injured in an air raid before sending them to a first-aid post or hospital. A party consists of four men and a driver. You must know how to get hold of a first-aid party, and also the address of your local first-aid authority. There are also ambulance services, mobile units and rescue parties, and decontamination squads organized in every district.

- (c) The Auxiliary Fire Brigade Service. This has been organized to supplement the normal fire service, so as to deal with fires caused by air raids. You must not only know where to get in touch with these and similar services in case of emergency; you must know their personnel in your locality.

It is possible that enemy agents may pretend to be members of the Civil Defence Services in order to spread confusion and do damage in case of invasion. You must know, personally, as many people as possible, and you must satisfy yourself

of the identity and good faith of any strangers who may claim to be members of Civil Defence Services. You can demand to see their identity cards, if you are in any doubt.

You must not interfere with the special duties of Civil Defence workers, especially with the duties of air raid wardens during raids, although naturally opportunities will come for you to help in emergencies.

12. Police. Just as the local Home Guard gets in touch with the local military authorities when it requires military assistance, so it must get in touch with the local police authorities when it requires police assistance. The police should be informed at once of any unconfirmed reports of enemy landings by parachute or from aircraft. They must also be told of any suspicious movement of strangers or others on the roads.

13. Powers of Home Guard. Because you are a member of a part of the Armed Forces of the Crown, you are empowered by the Defence (General) Regulations, and other war-time regulations, to do things which in ordinary life you would not be permitted to do. In this you are expressly bound by law to "exercise a proper discretion"; and, if you do not exercise this discretion, you may find yourself in trouble.

On the other hand, if you do not use your powers when you should do so, you are also liable to get into trouble. You will usually be helped in making a decision by the fact that you will be given general instructions by a superior authority. The most important of your powers are as follows:

- (a) You may arrest without a warrant. The ordinary law of the land does not permit anyone to be arrested without a written authorization signed by the proper authority, so that this power, given you for a special purpose to help you win the war, should be taken seriously. You may arrest anyone whom you have

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good reason to believe is likely to commit one of the following offences against the Defence Regulations:

- (i) Pretending to be in government service, or a member of the police forces, or fire brigade, or auxiliary fire service. This might be done by a Fifth Column spy, or a parachutist, or even by a common thief.
- (ii) Issuing false information in matters connected with the Defence of the Realm or the public safety.
You can arrest a person, in short, who is spreading false rumours, but you will certainly not do this unless you have good reason to believe that the person is deliberately spreading the rumours in order to interfere in some way with the defence of the realm.
- (iii) Trying to mislead any person in carrying out their duty of helping the defence of the realm. For example, if you found a person deliberately misdirecting a military unit, and had reason to believe that the person was doing this to hinder some military action.
- (iv) Interfering with telegraph, telephone, or wireless communications.
- (v) Doing any act with intent to assist the enemy; e.g. signalling with lights, or obstructing a railway line, etc.
- (vi) Taking unauthorized photographs of prohibited subjects, which include a very large number of scenes, military and otherwise.
- (vii) Having a wireless receiver in a motor car.
- (viii) Trespassing or loitering round some place of military importance, such as a factory or dock.
- (ix) Failing to observe the conditions under which suspected persons are allowed to be at liberty. This means, for example, an alien who while

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permitted to remain at liberty, provided he reports to the police, or does not move out of a certain area or after a certain time of day, breaks these rules.

- (x) Looting in war areas.
- (xi) Trespassing on agricultural land, so as to injure growing crops, particularly in the case of people trampling over growing crops in order to look at a crashed aircraft or bomb crater.
- (xii) Taking souvenirs from a crashed enemy aircraft.
- (xiii) Endeavouring to cause disaffection, or to persuade people to evade military service, or to discourage persons from volunteering in the Forces or Civil Defence Service, or to interfere with training, discipline, or administration of these Forces.

You will see that very great tact indeed is needed, especially if a person is reported to you by a third party. Whenever possible you should take the advice of your Section Leader, or the local police. You don't want to hurt feelings or make the Home Guard ridiculous or unpopular by unnecessary action.

- (b) You are permitted to detain persons suspected of any of these acts in custody, until you can get in touch with the police; but it must not be for more than twenty-four hours.
- (c) You may require anyone to show you their National Registration Identity Card, and anyone who fails to produce it to you on demand must name a police station at which he will produce it within two days.
- (d) If anyone tries to prevent you carrying out these duties, you may arrest him.
- (e) You are not permitted to enter and search premises, unless you have been given a search warrant, signed by a Justice of the Peace, to enter particular premises,

to search them for evidence of an offence against Defence Regulations. In urgent cases you may be given authority to make such a search by a police officer of rank not lower than that of Superintendent. Unless you have got such authorization, you may do nothing; but, if you have it, you may also search anybody found on the premises, or whom you reasonably believe to have just left the premises. But you must not yourself search any woman.

You may seize any article, for example, a pistol, or a large-scale map, or a wireless transmission set, etc., which you believe to be evidence that the Defence Regulations have been or are about to be broken.

You may use necessary force to obtain entry into the premises, once you have been authorized to search them; i.e., you may break down a door, or force open a window.

- (f) Anyone driving a vehicle on the road must stop, if you require him to do so, provided you are in uniform and on duty; otherwise you have no right to stop anyone, unless you have reasonable grounds for suspecting him of breaking the Defence Regulations. You may also search any vehicle standing on the public highway, or in a public place, if you have reasonable grounds for suspecting that it contains evidence that an offence is or is about to be committed against the Defence Regulations.

You may inspect any motor vehicle left unattended by the roadside, and, if it has not been locked up or made incapable of being driven, you can take steps to render it incapable of being driven; but these steps must be reasonable. You cannot injure the engine. You should not deflate all four tyres; though you may deflate one. Use commonsense in this, as in everything else.

- (g) In the same way you can take steps to see that black-out regulations are being carried out, and you can for this purpose enter premises showing a light.
- (h) You may walk over any property without being regarded as a trespasser, if it is necessary for carrying out any of your powers under the Defence Regulations. The military may give you permission to use any land or buildings for the purpose of building obstructions or fortifications. In other words, you do not have to ask the permission of the owner of a field before you build an anti-tank obstruction across it. You may also pull down, destroy, or render useless anything placed in, on, or over land.

In carrying out all these powers you are forbidden to tell anyone secret information you may discover.

14. Pensions and Allowances. As a member of the Home Guard, and therefore a part of the armed forces, you are entitled to claim disablement allowance in respect of disabilities attributable to service in the Home Guard. If the disability is permanent or of a prolonged nature you may be entitled to a pension award. The scale of the allowance varies according to the amount of disablement caused by the injury. These pensions are the same as if you were a private soldier, and the same rules apply to them. If you are killed on duty, your widow is entitled to a pension. A man who desires to claim disability allowance or pension should consult his company or platoon commander at the earliest opportunity.

15. Subsistence.

- (a) When mustered for operational duties or attending courses of instruction the Home Guard will be fed under normal Army arrangements.
- (b) When employed on duty under circumstances when feeding must be arranged by yourself, subsistence allowance is paid as follows:—

- (i.) Continuous duty of 5 hrs. but less than 8 rs. 6d.
- (ii.) Continuous duty of 8 hrs. but less than 15 3s. od.
- (iii.) Continuous duty of 15 hrs. but less than 24 4s. 6d.
- (iv.) Each successive period to be calculated in the same manner.
- (c) Period of duty, as above, must be continuous.
- (d) Period begins with reporting for duty and ends with time of ceasing duty. Time spent in travelling from residence or business is not counted.
- (e) Claim is not valid unless extra expense on food is actually incurred.
- (f) No claim will be made unless member concerned wishes to make one.

NOTE.—Officers who may authorize continuous duties, methods of claiming and payment are laid down in A.C.I. 879 of 1942, which must be followed.

16. Motors. If you drive your own car on Home Guard duty there are special allowances and special rules about insurance. You should ask to see them. Drive as carefully on duty as you would at ordinary times.

17. The Home Guard and Fire Watching. It has been definitely laid down that members of the Home Guard along with all other members of the armed forces of the Crown are exempt from fire watching though they are not discouraged from playing their part in fire watching as civilians.

The reason for this is that the Home Guard has the duty of carrying out a local defence scheme. Although it may at first sight seem natural that Home Guards should fire watch since there is no immediate job of equal importance for them to do, this is unsound reasoning. When the invasion comes there will still be a need for fire watchers but the Home Guard cannot be in two places at once, therefore the two jobs must be carried out by entirely separate personnel.

Cases have occurred where employers have said to members of the Home Guard: "I know you cannot be forced to

take up fire watching, but I nevertheless ask you to do so voluntarily. If you cannot see your way to do so I am afraid I shall have to find someone else for your job."

Such conduct has been branded by the National Employers' Federation as being contrary to the code of fair practice and in any case substitute employees will not be forthcoming. The threats therefore should be ignored or reported to the Home Guard Company Commander.

In some districts the local Home Guard commanders have found it very useful to appoint liaison officers between the Home Guard and the civilian population. These officers should be men of local standing able to secure the co-operation of local bodies such as town councils, trades union branches, trades councils, the doctors, postal officials, food retailers, transport services. Such liaison officers have no official standing but are made possible because the Home Guard encourages local initiative in such matters.

18. Badges and Flashes. Home Guard units are now in most cases allowed to wear their own flashes, and all ex-service men may wear their ribbons and distinctions.

It should be understood that in case of active service it may be necessary to remove these flashes and chevrons for camouflage reasons.

Besides these flashes and badges, a member of the Home Guard may be awarded a proficiency badge. This is a 1 in. red square worn with one corner uppermost on the lower part of the right sleeve of the battle dress. It will not be worn on the greatcoat.

The following are the qualifications and conditions for the awarding of the proficiency badge:—

1. General.

- (a) Candidates must have served in the Home Guard for a period of not less than three months.
- (b) The suitability of a candidate for the award of a proficiency badge will be judged by his Company

Commander, who will state that he is fit to undergo the requisite tests with a reasonable chance of success.

2. Tests. The candidate will be required to pass the following tests:—

(a) **General Knowledge.** He will be required to know the answer to the following questions:—

- (i) Position of post and telegraph offices, railway stations, police stations, petrol filling stations, etc., near his beat.
- (ii) The distances and routes to neighbouring villages and towns.
- (iii) The various telephone systems which exist in his area and the positions of available instruments.
- (iv) The name of his section, platoon, company and battalion commanders.
- (v) The military unit (if any) to which his own unit is affiliated.
- (vi) The organisation and responsibilities of other defence services in his area.
- (vii) The military units stationed in his area and the position of their headquarters.

(b) Test of Elementary Training for Rifle, as follows:—

- (i) **Aiming.** Aim is laid at representative targets at 25 yards distance from any secure rest. Target representative for 200 yards (two aims). Silhouette target representing a man at 200 yards (two aims). Three out of four aims should be correct.

N.B. If no aiming rest is available aims can be tested by means of an "aiming" disc ("eye" disc).

- (ii) **Trigger Pressing.** Aim is taken at an "aiming disc" in the prone position and four trigger pressures taken. Three times out of four the trigger should be released without disturbing the correct aim.

- (iii) **Snapshooting.** The man is required to bring the rifle from the loading position to the shoulder, to align the sights on an "aiming disc" held to the eye, to press the trigger and instantly reload in the shoulder. The time allowed from the order "Fire" until the trigger is pressed will be four seconds. For timing, a stop-watch or ordinary watch with a seconds-hand can be used. Position—lying. Three out of four aims to be correct.

- (iv) **Rapid Firing.** The man on the command "Rapid" comes into the aim, lying position, at a representative target. On the word "Fire" he will fire five shots in one minute, without removing his rifle from the shoulder. Four shots should be correct, the aims being checked with an aim corrector.

N.B. If no aim corrector is available this test can be carried out by aiming at an "aiming disc."

- (c) Either a test of elementary training in the automatic weapon with which the candidate's unit is armed,

or

the following knowledge about field works:

- (i) To construct a simple fire trench with a bullet-proof parapet and an elbow rest.
- (ii) To fill and lay sandbags.
- (iii) To construct a simple skin revetment.
- (iv) To construct a simple knife rest obstacle.
- (v) To camouflage a fire position and a loophole.
- (vi) To block windows and doors and make loopholes.
- (vii) To construct a double apron fence and erect a Dannert wire obstacle,

or

the following knowledge about map reading:

- (i) To understand what is meant by the scale of a map, and to use a simple scale for estimating distances from the map.

- (ii) To interpret conventional signs on maps of all scales.
 - (iii) To orient a map.
 - (iv) To understand contours and other methods of representing the relief.
 - (v) To understand the difference between true north and magnetic north, and, where applicable, grid north.
- To define a point:
- (a) its bearing and distance from another given point; and
 - (b) the reference on the military grid,

or

to be able to give satisfactory instruction and to have been employed as an instructor in one of the following subjects:—
 Weapon training (as applied to the particular weapon or weapons with which the unit is equipped).

Observation and the reporting of information.

Elementary field fortification.

Fieldcraft.

Map reading.

Patrolling and sentry duties.

Bombs and hand grenades.

Elementary drill.

Anti-gas training and first aid.

Enemy tactics.

Recognition of enemy aircraft and enemy troops.

Leadership and discipline.

Army organisation,

or

the following signalling standard:

(i) **Signalling (telephone operators).**

- (a) Telephone operating; ability to operate efficiently the switchboard (or telephone point) at which the candidate is normally employed, and to handle

calls at the rate detailed below for his type of switchboard.

Public Telephone Exchanges.

Manual.

Automatic.

Private Branch Exchanges.

Manual.

Automatic.

30 calls of

15 calls of

40 calls in

40 calls in

mixed value in

mixed value in

30 minutes.

30 minutes.

30 minutes.

30 minutes.

with not more than 15 per cent. operating irregularities.

- (b) The candidate must demonstrate ability to operate with respirator on.
- (c) He must answer correctly four out of five questions on normal and alternative routing of calls, on emergency arrangements, and on special features at the exchange.

(ii) **Signalling (other than telephone operators).**

- (a) Phonograms; ability to transmit or to receive accurately by telephone messages at the rate of 18 per hour (including repetition by or to the distant point); messages to be in plain language and of an average length of 15 words, including addresses.
- (b) Possession of a satisfactory knowledge of a simple signal office organisation, i.e. ability to answer correctly four out of five questions on the functions of a signal office and the duties of a signal clerk.

Or in place of (a) and (b).

- (c) Read a message at the rates of speed shown below with an accuracy of 95 per cent. in each case, 1 per cent. being deducted for each mistake.

Buzzer ... 6 words a minute.

Lamp ... 4 words a minute.

Flag (morse) 4 words a minute.

Two of the messages should be in plain language and the other in cipher.

A plain language qualifying message should consist of 100 letters (or their equivalent, i.e. every five letters counts as one word. A figure or procedure sign counts as two letters).

A cipher qualifying message should consist of 78 letters (or their equivalent).

The 100 letters of plain or 78 of cipher may appear anywhere on the transmitted parts of the message form, but the spaces before the text should not be made longer or more complicated than they would be normally.

- (d) The candidate must be able to take his place as a member of a station in pairwork, and to be able to answer three out of four questions on written message procedure.

or

the following first-aid standard:—

Ability to pass a test on:—

- (i) First aid subjects equivalent to the test required for the St. John Ambulance Brigade, the St. Andrew's Ambulance Association, or the British Red Cross Society Certificate.

Special attention will be given to:

- (a) The control of hæmorrhage.
- (b) Immobilisation of fractures.
- (c) The prevention and first-aid treatment of shock.
- (ii) The first-aid treatment of wounds and burns, including the demonstration of the use of the first field dressing.
- (iii) The effects of war gases and the methods of protection against them; a practical test in personal decontamination, and in the decontamination of wounded in the field, will be included.
- (iv) The scale, care, and usage of medical equipment authorised for a Home Guard battalion.
- (v) The organisation for the collection and evacuation

of Home Guard casualties in the candidate's own area.

(Holders of a St. John Ambulance Brigade, the St. Andrew's Ambulance Association, or the British Red Cross Society Certificate, will normally on its production be exempted from test (i) above, but such members will be questioned on the more important aspects on first aid during tests (ii) to (v), and if the examiner considers it necessary, will be directed to take test (i) in full).

EXERCISE.

There is only one way of making sure that the entire personnel of the local Home Guard, the Civil Defence Services, police and military, know their jobs, and know how and with whom to co-operate; and that is by periodical exercises and manœuvres. These can very often be arranged best with the help of a sympathetic local military Commander. It will be particularly valuable to arrange the exercise to include both a local invasion by enemy parachutists and tanks, and an air raid. It is quite certain that air raids will accompany any other form of invasion. In this way all the services will be called into action, and weak points of organization and co-operation will be discovered and corrected.

Such manœuvres should not forget the part played by the civilian population, and, in so far as it is possible without displacing the everyday life of the locality, the civilian population should play its part. Manœuvres should be carefully planned beforehand, and should be explained to as many of the local people as possible. In villages they should be preceded and followed by meetings in the village hall, to which all adults should be free to come. At these meetings everyone should be told what is going to happen and why, and afterwards there should be comment and criticism upon what has happened.

The "enemy" can usually be provided by the local military, and will consist of men who come from distant parts of the country. Such manœuvres must be followed by conversations between the officers of the various Services and the other local authorities for the purpose of improving the local organization as a whole.

SECTION III

FIELD CRAFT, or UNDERSTANDING YOUR COUNTRYSIDE

The bulk of this section as it appeared in the original edition of this Manual has been transferred to the Fieldcraft Training Manual. Every reader of this Manual, however, should read the following paragraphs, which will help him to understand why Fieldcraft has become so important a part of our training.

1. Small War or Guerilla. As we have noted in the first section, there are two kinds of war, which may be called Big War or War on the Grand Scale and Small War or Guerrilla.

The first of these was experienced by those members of the Home Guard who were soldiers in 1914-18 on the Western Front and elsewhere. It is characterised by being fought out on ground where visibility and communications are good and where, therefore, the various Arms—infantry, artillery, cavalry, etc., can manœuvre together in large units with big guns, etc.

In such ways a certain frame of mind is produced which is sometimes dangerous when you come to fight in Small Warfare. As General Wavell has said: "You must be careful to get all the Flanders mud out of your minds when you face the problems of a Nazi invasion."

In Small War visibility and communications, owing to the nature of the ground, are usually very bad indeed. You may never know that the enemy exists, until you find yourself close upon him. You will not have masses of artillery preparing the way for your attack, nor machine-guns or

rifles in masses firing at long range; you want, therefore, quite different weapons and quite different tactics.

You want weapons able to give you the largest possible firing power immediately. You want weapons designed to destroy an enemy at close quarters, and not at several thousand yards away.

You cannot expect to keep in close contact with large bodies of your troops, because you will be working in country where it will be difficult to know what is happening more than a few hundred yards away. You cannot expect, therefore, to be kept informed always of what is happening elsewhere, nor always to receive orders from the higher Command. You will constantly have to think for yourself, and act on your own responsibility.

In the old-fashioned army there were the various ranks of officers, who gave commands, and a huge mass of men. In small war there is nothing like this. You are not likely to be in touch with anyone of a higher order than your Section Leader or Platoon Commander until your particular job is over.

2. How our Countryside affects an Invasion. The English countryside is for the most part enclosed country, and the Nazis will be forced to fight their way through the enclosed sections of Britain rather than to choose for their invasion the open country, which would suit them much better. The Nazis are not going to invade for the mere sake of invasion. They will have a definite objective, to destroy us as quickly as possible.

For example, their objective may be to cut off London and the South-east from the industrial North and Midlands and the ports of the West. To do this they must fight their way not over Salisbury Plain or the heatherlands of Scotland, but through agricultural districts where the land is divided up into fields, and broken up by woods and streams, and

where most of the roads wind about following ancient boundaries.

An invasion, largely carried out by small tanks, motor cycles, and armoured cars, will be impeded by hedges and banks, and especially by the ditches and hedges which line most of our roads. In fact, in most parts of England the invasion will be confined to the roads themselves, and, unless very large bodies of enemy troops succeed in getting a foothold with all their equipment, there will be no advancing across country.

No army is of any value without its eyes, and the old-fashioned army would have found great difficulties in scouting and observation as it tried to advance through Kent and Sussex, or Essex and Suffolk.

But the bomber has now taken the place of artillery, the tank has taken the place of cavalry, and the man on the motor cycle, able to move very rapidly, is the person on whom the Nazis will rely for information. Your task, therefore, is to use the natural conditions of your countryside for the discomfiture of these new types of troops.

3. What you may expect. Before examining the details of your countryside it is necessary for you to consider the possible forms of Nazi activity which you may have to oppose. Read through this list and ask yourself whether each item could occur in your neighbourhood and, if so, the exact spot. Then answer the questions.

(a) Fifth Column Activity.

The damaging of local military and industrial objectives by Nazi sympathisers already in the country. You must always be on the lookout for suspicious activities and you must report anything you see, but you should never forget that the police are carefully watching, too, and that it is no good being over-suspicious or playing the amateur detective.

(b) Isolated parachutists landed to do sabotage.

Where could they land? What damage could they do in your locality? What steps have been taken to guard your vital points? Can you see the likely landing points from the Home Guard observation posts? Do you know how to get unseen from your usual posts to the likely landing points?

(c) Parachutists landed in force to capture air ports or other landing places for transport planes.

The same questions as in (b) should be asked. Do you know how to intercept infantry moving from likely open spaces to military objectives? Do you know the quickest ways? Do you know the best cover?

(d) Transport plane landings in force.

Where could these be carried out, remembering that two things are needed—good landing fields and a military objective nearby?

(e) Enemy units with light mechanised vehicles, especially motor-cycles and sidecars with machine-guns.

What roads could these move on through your locality? Where could they be stopped? Where could they get petrol? Where would they be likely to be making for?

(f) Enemy tanks supported by motor-cyclists or infantry

Answer for yourself the same sort of questions about this possibility.

(g) A fully developed invasion with air support.

What would be your part in this? How is your locality suited for such an attempt?

Those are the chief possibilities which you may have to meet. It is your duty to study every natural detail in your countryside in the light of these realities.

These duties cannot be performed except by men who have thoroughly trained themselves in that kind of military

knowledge which is called Fieldcraft. It should be clearly understood that fieldcraft is not the concern only of people who dwell in the countryside, since the same problems as arise in wood fighting arise also in street fighting. The man who lives and has to fight in a town must have the same ability to use cover, to move correctly across open spaces, to choose routes, to disguise himself, to deceive the enemy with decoys, as his comrade who fights amongst hedges and fields.

4. **Mobile Patrols.** Since 30th June, 1941, Home Guard units have been authorised to form mobile patrols to deal with attacks by parachute and air-landing troops. No such patrols can be formed by a unit except with the agreement of the local military Commander.

The object of these patrols is the complete destruction of the enemy wherever and whenever he may land. In the case of parachute troops the Home Guard mobile patrol is expected to be able to deal with the situation on its own and without help from the Army, but in the case of air-landing troops it will not usually be possible to accomplish this, but the patrol will be able to render valuable service by picking off any of the enemy that they can snipe from a distance by shadowing the enemy and keeping a constant chain of communication with Headquarters.

It will also very often be possible for skilled men to deceive the enemy into imagining that the forces opposed to them are very much greater than they are.

Such patrols should number up to twenty-five men under the command of an officer. Besides first-class skill with weapons members of these patrols must have a real knowledge of their countryside and special skill in fieldcraft.

SECTION IV

OBSERVATION AND MESSAGES

Any Unit aiming at training specialist signallers should consult the official instructors on the subject before doing so.

1. **Observation and Destruction.** You must make yourself an expert in **Watching** or **Observation**, in order to destroy the Nazi's use of **Surprise**.

You must distinguish carefully between observing the enemy (whether parachutists, transport planes, or any other unit), and dealing with the enemy. Usually these are two quite separate operations.

If a small detachment of the Home Guard observes the landing of a transport plane, it will almost always be useless for it to try to destroy the enemy troops. Only in desperate situations should small and weakly armed units of the Home Guard attack far more powerful and better armed units of the enemy. There may be occasions when it is impossible to get in touch with the military or other powerful groups of armed men, so that you will then be justified in taking great risks in order to prevent the enemy from establishing himself, or getting away out of sight.

But it is a good rule to distinguish carefully between the duty of observing and the duty of destroying. This means that on observing the landing of an invading force, you must not rush forward and attempt to deal with them, but rather aim at observing without being observed.

If the enemy does not know of your presence much time can be gained in which to lay plans for overwhelming him, without danger of his escaping.

2. **Keeping Unseen.** You must practise, therefore, observing without being observed. The longer the enemy is unaware that he is being watched, the more there is that

can be found out about him, his strength, his equipment, what he proposes to do.

If you are not able to prevent him from seeing you, you should pretend that you have not seen him. His movements will then probably be aimed at getting away, as he thinks, without having been seen at all; and this will give you a good hint as to the direction in which he is likely to move.

3. Types of Observation. You will carry out your duties as an observer in three different conditions:

- (a) At an Observation Post, where you will watch for a certain number of hours, along with your comrades.
- (b) Just as important as this, you must observe even when not on duty, but simply carrying out your usual everyday work.
- (c) In certain cases you must know how to go in search of suspected invaders, and not merely to wait around in case invaders may come.

4. Camouflage. Great care should be taken that any works that are needed for constructing the observation post do not make it conspicuous to the enemy.

This care should be executed both when they are being made and afterwards when they are being used. Many field works have been photographed during the period of their construction because the men at work at them have not exercised the proper camouflage discipline. Anybody responsible for the constructing of Home Guard defence positions and works should be thoroughly acquainted with the rules of camouflage discipline laid down in Military Training Pamphlet 46, and in Roland Penrose's *Home Guard Manual of Camouflage*.

Choice of Site. The most obvious place should not be chosen for an Observation Point, even though it may be the best.

You must never climb to the top of the highest hill and

stand on the summit to look around, if there is the slightest chance of the enemy being on the look-out for you. You will do far better by choosing an unexpected spot, even though the view may not be quite so perfect.

Observation posts may in some cases be required not for the obtaining of information to be passed to the proper authority privately, but for alarming the whole population. For this purpose it has been decided to use church towers, and the recognized method of warning is to be the ringing of the church bells. Observation groups posted on church towers will carry observation and signalling equipment, but will not carry arms.

You will not repeat the alarm given from a neighbouring church, since this will only confuse the issue as to where the parachutists have landed. Besides broadcasting the alarm by ringing the bells, watchers will at once report what they have seen to the police.

The enemy will try to destroy an Observation Post, if he possibly can, for, by so doing, he will be putting out the eyes of his opponent.

Although it is not necessary that the Observation Post shall always be defensible against any attacking force, great care should be taken that the men who occupy it can be sure to get back with their information, if hard pressed by an attacking foe.

In constructing an Observation Post, which is to be defended against an attack, the same care in providing cover must be shown as in the construction of Strong Points, as described elsewhere.

5. Scouting. If you have to go scouting to discover whether the enemy has landed and where he is, you must always go in pairs, and you must always bear in mind the following rules for taking cover:

- (a) You must be careful of your background as you move, and see to it that it is not such that the contrast

between it and your clothes gives you away to any enemy for miles around.

- (b) In your khaki uniform you should never take up your position in front of a whitewashed wall.
- (c) You should never allow yourself to be conspicuous against the horizon. If you are moving through hilly country, you should always avoid climbing to the crest of the hill, where you will at once be spotted against the horizon, and you should, whenever possible, choose your path sufficiently far from the top to avoid this happening.
- (d) If you choose your background so that it is suitable for your clothes, you need not always hide behind any object in order to remain invisible to the enemy. If you can avoid any movement, you will not be noticed for hours on end sitting amid brown earth or brown foliage.
- (e) Although quick movement gives away a man's presence to the enemy, sometimes it is necessary, so as to avoid being exposed for long periods of time. Thus, if you have to scout through open country with an occasional bush or tree you should move quickly between the bushes, and slow down when you get to them. Be careful not to have any brightly coloured object with you, or to show a white handkerchief.

The following exercises should be carried out by two Sections, each Section demonstrating to the other in turn.

EXERCISES

Exercise 1. The Section Leader will have rehearsed his men in taking up positions which illustrate the rules of taking cover. One Section is turned about, so that it cannot see what the demonstrators are going to do. The demonstrators then take up their rehearsed positions, one with his head visible above the skyline, another placed in front of a good background, a third in front of a bad background, a fourth placed in shadow, a pair

of demonstrators in a position offering good cover provided the man keeps still (one of the pair will keep still; the other will make slight movements).

The demonstrators having been put into suitable positions, the other Section turns about and observes them, the Section Commander explaining the various rules, which are thus being illustrated. The two Sections now exchange roles, and the one that has been watching gives the demonstration to the other.

Exercise 2. One man, having been very carefully rehearsed, demonstrates to the others good and bad movements:—

- (a) The rest of the Section turn about so as not to see, while the demonstrator takes cover behind a bush. The rest then turn about, and watch, while he raises his head very slowly and with even movements; and then quickly, with jerky movements. It will be explained how the first is less likely to catch the eye.
- (b) The demonstrator tries to cross a gap with as short an interval as possible under observation. This will show how quick movements are sometimes necessary.
- (c) A piece of ground is selected, with one piece of isolated cover (if necessary a gorse bush can be cut and planted at a suitable spot), a few men are bunched behind this cover, a few more will lie fifty yards away in firing positions in small folds or in grass which gives concealment. The other Section, which has so far been turned about, is now turned to face the men behind cover. If possible they will be given some rounds of blank to fire. If not, they will be asked at what they think they should fire. Most will reply, at the bush. When each of the Section has fired, or said where he would fire, the demonstrators, are told to stand up. Most of those who have not taken cover behind the bush will still be alive, because their opponents never noticed that there was any other cover likely to be concealing men beside the bush.

This will show how dangerous it is to choose an isolated piece of cover, which is not bullet proof, and how much safer it is to take advantage of far less cover spread over a wide area.

Exercise 3. Pairs of men, lying, kneeling and standing, one with good, the other with poor background. Each man in the Section should in turn take up these positions, and also observe their effect. Once this has been done the Sections are moved off to another piece of ground, and each man in turn is told to select a good background for himself. The rest criticise the choice.

Exercise 4. The importance of shadow. Men are told to observe without being seen, from inside a house. If they stand back from the window, the shadow hides them: if they stand close to the window, they are seen from outside. Observe how difficult it is to see cows and other animals when resting in deep shadow. Emphasize that shadow is useful for concealment from the air. Men and vehicles must always be put in shadow when it is available. It must be remembered that the position of shadows changes throughout the day. It is no use parking a car in the morning in shadow, and hoping that it will be concealed from a plane in the afternoon.

Very much fuller instruction in all these matters are given in the companion Manual, *Home Guard Fieldcraft Manual*, by the present author.

6. Messages. Observation is of no use unless the information can be conveyed to the proper person. You must practise exercises to improve your memory and powers of observation. You must learn to see as many details as possible in as short a time as possible, and to describe them accurately afterwards in as few words as possible.

Indoor Exercises. It will be useful at Section Meetings, especially in bad weather where outside work is impossible, to play *Kim's Game*. A number of articles, twenty to thirty, knives, spoons, pencil, pen, stones, brick, etc., are placed on a tray and covered with a cloth. The Section stands round where all can see the tray, which is then uncovered for one minute. Each man makes a list of the articles he can remember. Later the time of uncovering is reduced, and some minutes allowed to elapse before men write down their lists from memory.

During outdoor exercises there are always long periods of waiting about. These should never be wasted. If a Section has to wait for half an hour, the Section Leader should jot down a number of questions about details visible in the locality; for example, how many cabbages growing in that cabbage patch, how many chimney pots visible, how many cars have gone down the road, etc., etc. He will not mention these questions to the men at the time, and he will make a note of the accurate answers. Later in the day he will ask the questions; and the men will compete with one another in answering them.

7. Distance Reading. There are certain details, which you should make a point of studying repeatedly, so as to improve your memory and observation, and your judgment of such things as size, distance, number, etc.

On a rifle-range, while waiting your turn, you should repeatedly judge the distance of various objects.

To describe what you have seen you must learn to divide up the ground in front of you into foreground, middle distance, and background; and right, centre, and left sectors. You should be able to tell anyone in which of the nine divisions which result any object is to be seen.

8. The accompanying diagram shows a device to help in communicating information and for practising the judging of distance. A circular piece of three-ply is mounted on a table, and a six-inch Ordnance Survey pasted on it. With a compass the north point of the map is correctly oriented. The position on the map of the observation post is centred on the board, and a pointer, preferably of transparent material such as mica, is fixed through the centre by a nail in such a way that it can be moved all round the circle. Circles are drawn on the map, correct to a scale with radii of 400 yards, 800 yards, 1,200 yards, etc., in steps of 400 yards. The map scale is marked off on the pointer also.

Useful Exercises with this Device

1. A list of twelve well-known landmarks appearing on the map is written down by each member of the Section. The Section Leader sits at the table and calls out the name of each landmark

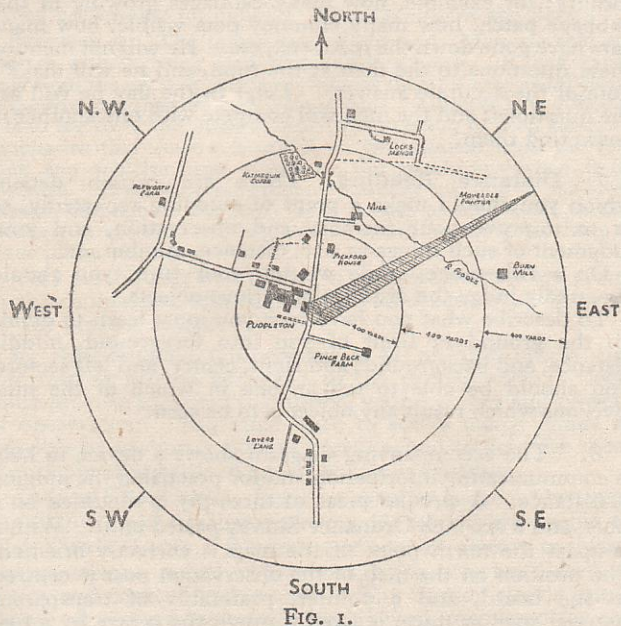


FIG. 1.

in turn, at the same time reading off the distance, and noting it on the list without giving the information to the members of his Section. These, without looking at the map, pick out each land-

mark in turn on the landscape, and make their own guess as to its distance away, and note their guess in pencil on the list.

When the distance of all twelve landmarks has been guessed by everyone, the guesses are read out. It is important to note, not only the accuracy or inaccuracy of each member of the Section, but also where men consistently over-estimate or under-estimate distance, or where they are sometimes badly out, either way, indiscriminately. If a man consistently over-estimates, he can make due allowance for his failure in future. If a man obviously has no idea of distance, he must practise judging distance until he improves.

There are various ways of judging distance, of which the following are the best:—

- Fix on an object of known size, such as a cow or a gate, and judge the distance instinctively from the apparent size of this object. That is how people usually judge distances; and only those who are bad at it need to try any other way.
- It is easier to judge a small distance than a large one; therefore select an object half or even a quarter of the distance away of the object whose distance you are really trying to measure, then multiply by two or by four, as the case may be.
- Fix your eye first on an object whose distance you know, and then compare the distance of the other object with this.
- Look at the object and say, "It can't be more than 600 yards away, or less than 400 yards; therefore it is probably about half-way between these, say 500 yards."

The Clock Face System

2. Most people find the position of the figures of a clock more easy to remember than the point of a compass. The members of the Section can practise passing on information by "clock face positions" as follows: They face a landscape looking due north, a point which they regard as being twelve o'clock on a clock face. The Section Leader points the pointer to a prominent feature on the map, such as a church tower or an isolated building, and without mentioning what the object is, reads out its position as follows: "Two o'clock, 800 yards distance." His men, without

looking at the map, pick out the object referred to on the landscape itself. Each man takes his turn at the map, and another man, looking at the landscape, picks out and describes an object as follows:—"Five o'clock; 800 yards distance." The man at the map sets the pointer and reads off from the map what the object is.

3. It is often important to know how long it will take to get to a given point; and also to be able to obey the order to go to some point not occupied by a landmark in accordance with instructions read off a map. Thus the Section Commander, choosing a suitable field, ascertains its position accurately on the map, sets his pointer, and says: "Stranger visible; distance 500 yards; direction four o'clock." The first man, without looking at the map, judges on the landscape exactly where the indicated point is, and proceeds to the spot. The Section Commander sends the next man to another spot in exactly the same way. All the men, having reached their particular spots, remain there until signalled to return. The Section Commander observes the positions they have taken up, and compares them with the positions he had selected and described, and jots down a note about the accuracy or inaccuracy against each man's name. He then signals them to return, and describes their success or otherwise in following out his instructions.

9. **Reporting.** When you see a parachutist or other invader, what is the procedure for dealing with him and reporting what you have seen?

The first rule is that the observation becomes worthless, if the parachutist, etc., is allowed to disappear.

It is of no use, on seeing a parachutist descend, to run off at once and telephone the news to the authority. By the time the authority can send troops or Guards to effect a capture the parachutist will have got on his way.

The parachutist must be kept in constant observation, and it is much more important to do this, even though it may mean reporting the descent half an hour later, than to report it immediately, and lose sight of the parachutist.

If you are alone you should avoid being seen by the parachutist, and signal as soon as possible to someone else

to come to you, either to keep the parachutist in sight while you go to telephone or otherwise convey the message, or to be told by you the exact details and take the message himself.

10. **Message Writing.** The message should contain every necessary detail, and nothing else. You must state:

- (a) Your name.
- (b) The exact position from which you saw the enemy.
- (c) The position, as exactly as possible, at which the enemy appear to be landing (i.e. if the exact landing cannot be seen; if it is obscured by a wood or other obstacle).
- (d) The number of the enemy, whether parachutists, men, or vehicles.

In giving the message you must remember that the receiver of the message may not know the locality as well as you do, and that, therefore, you must be very accurate, and describe the probable position of the enemy as being at a certain distance from some well-known point marked on large-scale maps.

The best sequence for a message is probably the one in the following example:

To "X" Platoon.
From "B" Section.
(Originator's No.) (Date)

FJ/1. 9.

Am at OLD MILL. Saw 10 enemy M.Cs. pass BEE HIVE INN going WEST at 0913 hours. Am sending patrol to WORLD'S END FARM.

(Time) 0920 hours.
(Sgd.) F. J. Jones, Cpl.

11. **Showing Authority.** You must be very careful about passing on to the proper authority any information or observation given you by another. You must do everything possible to avoid passing on false or inaccurate information.

You must be particularly careful of information coming to you over the phone or from a stranger. It is quite possible that Fifth Columnists may spread false reports either to cause alarm or to confuse the fighting forces.

You must insist upon knowing first of all who it is giving the information; and, if it is given in person by a stranger, you must ask for his identity card. You must ask questions and cross examine, so as to be quite sure that you understand what the informant has to say, and also to judge of its accuracy and probability. You must take down in writing any such information directly it is given to you, and before passing it on. Above-all, make certain that your informant has himself seen what he is reporting, and be very careful of passing on hearsay.

The authority to which you are to make your report varies in different localities. You must, therefore, find out in your own locality what the authority is, including telephone number, address, and way of getting there, and you must enter these details on the space provided for them at the end of this manual.

12. Means of Sending Messages. In order to convey information you may make use of the most rapid means available, preferably the telephone; but always bear in mind that telephone systems are liable to be cut by invaders or Fifth Columnists in the event of real trouble. Besides the normal post office telephone system, there is a military telephone system, which can be reached at all headquarters of units and formations. There is an anti-aircraft telephone system, from every Unit Headquarters down to Searchlight Sections. There is the railway and the police telephone system.

Any of these can be used, and you should know, therefore, the whereabouts of any of them that may be in your locality, in case the normal post office telephone system cannot be used.

You must be in a position to explain yourself, if anything goes wrong with your message. For this purpose you must keep a written record of every verbal message you send or receive, whether by telephone or word of mouth. You must write down any message that you are going to give by telephone before you give it. You must write down any message that you receive by telephone, and repeat it back to the sender, so as to be sure you have got it right.

If you are given a message by word of mouth, which has to be taken at once without there being time for you to write it down, you should repeat it again and again as you go, so as to get it word perfect. Every Section must have at least one cycle despatch rider, and foot messengers, who know exactly where to go and deliver any message within their locality. The regular D.R.L.S. System is explained in H.G. Instruction 48.

Wherever possible strong points, road obstructions, and observer posts should be connected by simple field telephones to headquarters. So that in an emergency your messages should be as intelligent and as valuable as possible, you should know the exact nature of any job you are given by your commander; for example, a sentry ought to know what he is guarding, what possible dangers may arise; and everybody ordered to defend a strong point or roadblock should know exactly why the particular spot has been chosen. It is never good for a Home Guardsman to be left in the dark about anything there is time to explain to him. A good Section or other commander will see to it that his men know as much as he does himself. Only then will messages be safely conveyed when the moment of difficulty comes.

EXERCISES

Exercise 1. Imagine your usual road to some place blocked. Find two different routes, which can take you there as quickly as possible. These ways should lie so that an enemy controlling your usual route cannot see you pass along them.

Exercise 2. Choose a time when you are sure to meet a number of people on your way. See how many of them you can pass without their seeing you.

Exercise 3. Choose a position in full view of the road; but where passers-by would not expect a person to be. Sitting there without moving, note how many people will pass without seeing you. This will help you to realize the value, from the point of view of cover, of keeping quite still.

Exercise 4. Whenever you have time for a stroll, make a point of finding places which command a good view of the various roads and paths in your neighbourhood. Be prepared to be able to observe every stretch of road and path, in case you need to keep an eye on enemy forces. Be particularly careful to note where there are gateways and gaps in hedges, which hide long stretches of road. Even roads flanked by excellent and high hedges usually have a few points where moving figures become visible from the distance.

You should know these points, because:—

- They will be valuable for spotting the enemy.
- They may need to be filled up in some way, so as to prevent the enemy spotting you.
- If they do not exist, you may have to make them, by destroying a length of hedge, so as to get a distant view of the enemy.

Always remember that it is not enough to know where you can see the enemy: you must also know how to get the information from that point to your headquarters as quickly as possible without the enemy seeing you.

Exercise 5. In the dark choose a much frequented road, take up a position without any cover under a tree or hedge, as near to the road as possible, and see how, provided you keep still, people will pass within a yard of you without noticing your presence.

14. Home Guard Battalion Intelligence Sections. Every battalion of the Home Guard should have its Intelligence Officer and Intelligence Section. These Intelligence

Sections consist of an Intelligence Officer and an Intelligence N.C.O. on the strength of the Battalion Headquarters, and any required number of observer groups or patrols. When the battalion is scattered over a large tract of country, the Intelligence organisation may be on a Company basis.

The duties of the Intelligence Officer are:

- (1) To organise all Intelligence work within his unit and to train the Intelligence personnel.
- (2) To select which observation posts should be manned, and to decide what reconnaissance patrols are necessary.

If this work has been intelligently done, the Intelligence officer will be able to carry out his duties properly once an invasion starts.

These duties are:—

- (3) To be stationed at Battalion Headquarters in the Intelligence room, with a Situation Map, scale 1 inch to the mile, of the battalion area and the surrounding country. On this map should be marked the position of Headquarters, observation posts, defence positions, road blocks, own and enemy troops. This map must be kept up-to-date hour by hour, so that the Intelligence Officer must be fed with information from the observers and patrols, who must be trained on the ground how to bring in the necessary details. It is the duty of the Intelligence Officer to destroy this map if the Headquarters has to be abandoned, and it is impossible to take the map with him.
- (4) The Intelligence Officer must decide what information should be passed to the military Headquarters under which his unit is operating, and the route by which it is to be taken. He has to decide what other military or civilian Headquarters have to be informed of each event that comes to his notice.

Every observation post should be equipped with a map or panorama sketch of the country under observation, correctly oriented, field glasses and report forms for sending in correct information.

The observer group should consist of three men, and no man should have to do more than two hours' continuous observing at a stretch.

The Intelligence Officer will train and command reconnaissance patrols of from three to six men commanded by an N.C.O. These patrols should know how to search their local area for signs of the enemy and how to keep in communication with their own troops and the military working with them.

15. The following is suggested as the sort of detail about which information may be required:—

(i) Movements of Enemy Forces.

(a) By sea. Number of ships.

Type of ships.

Time seen.

Bearing and distance from shore, giving point from which the bearing was taken.

Direction in which proceeding.

Any action taken by ships.

Own action.

(b) By air. Type of plane: bomber, fighter, troop carrier, glider; identify if possible.

Parachute troops descending.

Time and place.

Estimated numbers.

Direction in which proceeding.

Action taken by planes.

Any signals employed.

Any other information.

Own action.

(c) On land. Where seen.

Time seen.

How moving (on foot, in lorries, in A.F.Vs., on bicycles, on M.Cs., etc.

Composition (infantry, artillery, etc.).

Estimated numbers.

Direction of movement and estimated speed.

Any action seen.

Any special features.

Whether being engaged by our troops.

Whether accompanied by air forces.

Own action.

(ii) Movement of our own troops.

Approximate numbers and type observed.

Where seen.

Direction in which proceeding.

Whether engaged with the enemy.

Action being taken. (Special care should be taken not to compromise security by disclosing movements of our own troops to the enemy).

(iii) Engagements: (air or ground) between our own and enemy forces.

Where observed.

Approximate numbers engaged.

Machines seen to fall (a) our own; (b) enemy,

(iv) Enemy fire.

Target.

Type of fire (dive bomber, shell, mortar, M.G. rifle).

Intensity (estimated number of shells or bombs).

Direction from which fire came.

Time and duration. Effect.

OBSERVATION AND MESSAGES

(v) Items of importance such as:

Blocking of roads or destruction of bridges.
 Weather changes.
 Local visibility.
 Action of civilians.
 Suspected use of gas.
 New weapons or technique observed.
 Fifth column activities.

(vi) Negative information.

It should always be remembered that an accurate piece of information, however negative, it may seem may be of extreme value.

For example, if an intelligence patrol can come back and report that no enemy is in occupation of such-and-such a stretch of road, that piece of information, if it is accurate, may save the day. It is very important to emphasise this fact, because it means that quite often patrols will be more useful if they come back with such negative information at an earlier hour, rather than go on and on for a longer time seeking for something positive to report.

16. Location Lists.

A list of all people, military or civil, with whom the unit is likely to work will be kept at Battalion Headquarters by the Intelligence Officer, which will be useful to the Home Guard and to the Regular Army. Such a list will be marked "secret" and is to be destroyed if liable to fall into enemy hands. A marked map of the area will also be kept.

SECTION V

OBSTRUCTION AND DEMOLITION

1. **Authority for Roadblocks.** Permanent obstacles must not be constructed except with the approval of the military, since the greatest care must be taken that every road obstruction can interfere with the enemy, but does not interfere with our own movements, including the moving of troops, bringing up of reinforcements, maintenance of supply columns, rapidity of information.

The part to be taken in delaying the invader will, in some parts of the country, fall chiefly to the Home Guard, and in others, chiefly to the military. There are prepared lines of defence; and nothing that the Home Guard does in preparation for its own defensive tasks must interfere with these.

But this does not mean that the necessary plans for defending each locality should not be prepared in detail beforehand. You must know exactly where roadblocks can be most suitably placed and exactly how they are to be constructed. You must also know how to use a roadblock, how to avoid it falling immediately into the hands of a skilful enemy, and how to maintain communication between the units of the Home Guard defending it.

2. **The Chief Points to Remember.** In planning a roadblock the following are the chief points to be considered: The suitability of the ground. Is the road a "defile" at this point?

Could a tank or a motor bicycle or other mechanized unit leave the road and go round over the fields?

Will the enemy be surprised by the roadblock, through

not being able to see it until they come right up against it?

Could you challenge the enemy from the roadblock while keeping well under cover from his fire?

Could you deal with the tank crews, etc., once their vehicles have been stopped, without danger of too many casualties?

Can you prevent the enemy dismounting some distance in the rear, and attacking you from across fields on the flank?

3. Anti-tank. Roadblocks should in most cases be sufficiently powerful to stop the heaviest vehicle likely to be brought against it, that is, a tank. Since you are more likely to come across such vehicles as armoured motor cycles, with or without side-cars, you can supplement the main roadblocks with various booby traps and devices, to be described later; but a *main* roadblock which is incapable of stopping a tank is a snare and a delusion.

A tank can easily knock over a substantial wall of brick. It can reduce a stone barricade to a pile, over which it can climb. It will not be stopped by barbed wire on knife rests.

4. Material for Blocks. It is of no use assembling material for a roadblock by the side of the road, unless it is going to be possible at very short notice to provide men to build the block according to a plan which they thoroughly understand beforehand. Stones and brick, for example, take a very long time to build up; and it is advisable to pack them in a wheeled vehicle, which can then be wheeled on to the road at the proper point, and be made stationary by destroying or removing the wheels.

In constructing roadblocks it should always be remembered that, although their first object is to stop the enemy's mechanized columns, they must also provide adequate cover from his weapons. The following table shows the minimum thickness in inches required for various materials, in order to afford adequate protection against small arms fire.

Material	Normal Field Defences	Defence against A.Tk. Weapons	Remarks
	Safe thickness in inches at 100 yds. against (a) S.A.A. up to 7'92 mm. (bursts of 5 rounds L.A. fire or single shots A.P.) (b) bomb splinters	Safe thickness in inches at 100 yds. against light A.Tk. weapons up to 20 mm.	
(1)	(2)	(3)	(4)
1. Brickwork in lime mortar	13½	27	Good quality brick.
2. Brick rubble confined between 1-in. boards	12		
3. Chalk loose as in new parapets	24		Consolidation decreases protection.
4. Clay loose as in new parapets	36		Much depends on type of clay. Good factor of safety is allowed here.
5. Coal (hard) { Confined between boards }	13		Unsatisfactory owing to pulverizing effect of bullets.
6. Coal (kitchen) { }	18		
7. Concrete unreinforced	6	13	
8. Earth or loam as in parapets	36	60	
9. Road metal 1½ ins. to 2 ins. between 1-in. boards	9		
10. Sand between 1-in. boards	12		
11. Sand loose	24	48	Protection given by coarse sea sand is considerably greater.
12. Sandbags filled with Brick rubble ..	20		

Material	Normal Field Defences	Defence against A.Tk. Weapons	Remarks
	Safe thickness in inches at 100 yds. against (a) S.A.A. up to 7 ⁹ / ₃₂ mm. (bursts of 5 rounds L.A. fire or single shots A.P.) (b) bomb splinters	Safe thickness in inches at 100 yds. against light A.Tk. weapons up to 20 mm.	
(1)	(2)	(3)	(4)
Sandbags filled with			Thickesses are the lowest multi- ples of sandbag dimensions to give the required pro- tection.
Chalk	20		
Clay	30		
Earth	30	60	
Road metal ..	10		
Shingle up to 1 in...	20	30	
Sand	20	40	
13. Shingle or broken stones between 1-in. boards	9		
14. Steel plate, mild ..	1 ⁹		
15. Timber,			
Soft wood	48		*1 ² in. against A.P. S.A.A. These figures can be taken as a guide only owing to the large num- ber of varieties of timber.
Hard wood	24		
Poles	36		

5. Locality. The locality for a roadblock must comply with as many as possible of the following conditions:

- It should be placed so that the enemy will have no alternative but to get through it somehow, or to retreat. There must be no chance of the vehicle itself side-tracking the roadblock through the fields on either side.
- The dismounting crews must be under such heavy fire from the defenders of the roadblock that they cannot concentrate on the job of clearing the road.

- The dismounted crews must not be able to leave the road on either side and find cover from behind which they can attack the defenders from an unexpected quarter.
- Every care must be taken to prevent a column of the enemy approaching the roadblock with a scout in advance, able to warn the main column of the presence of the roadblock in time for them to dismount behind cover, and advance to the attack of the defenders. The scout must not get back.
- The roadblock should be as complete a surprise as possible. It should, therefore, be round a corner, or between high hedges, or under trees, or over the crest of a hill, so that there is no view of it from anywhere along the road along which the enemy will come.
- In many cases the position of the roadblock should be such that an advance by the enemy from either direction, and not from one only, can be dealt with.

6. The Building of the Roadblock. The materials will depend upon locality. Reinforced concrete, dragons' teeth, are favoured by the military, as are steel bars, which can be placed in position in prepared holes.

We are concerned here with methods of building barricades at a moment's notice. The best materials are:

- Farm carts filled with stones, to be treated as described above.
- Tree trunks lashed together, and arranged to point at an angle with the ground towards the oncoming enemy. The trunks must be joined together and supported by stones, etc., so that they become an immovable, solid mass.
- Large trees with their branches intact, felled across the road, and allowed to lie as they fall. These are valuable, but must be used with care, since they are difficult to remove. The branches facing towards

the enemy can be sharpened into points. Mines, barbed wire, etc., can be hidden among the leaves.

7. **Manning of Roadblocks.** Although roadblocks must be adequate, there is a danger of making too many complicated strong points in one locality. Roadblocks can be strengthened and perfected almost endlessly; but it must be a rigid rule never to complicate defences of any sort to an extent which will overtax the numbers of the defenders. Better have no roadblock than one which is likely to fall into the enemy's hands.

The roadblock is to stop vehicles, and not only to give protection and cover to the defenders. There will never be more than a small number of the total defenders placed behind the roadblock itself. Most of them will occupy prepared sites, suggested by the locality itself. Where to place these prepared sites can be determined by thinking of what the defenders wish to do. They wish:

- (a) to hold up a vehicle and prevent its further progress;
- (b) to destroy the drivers and crews, if they try to remove the obstacle.

There must be defensive fire so placed that there is a clear line of fire against any enemy unit trying to clear the road, or trying to turn round and go back. Close to the obstacle there must be men armed with weapons which can be used most advantageously at close quarters. At a greater distance there must be rifle fire. This will be hidden in the rear of the obstacle, if the ground makes it possible to fire over the obstacle; but it must also be hidden, preferably on rising ground on the flanks of the enemy's side of the roadblock; because, if the enemy succeeds in reaching the cover of the roadblock, the roadblock will have been turned into a defensive work for them, against any defenders in the rear.

The defenders' fire should come as far as possible from angles which will not be expected by the enemy. The more distant fire must not interfere with the defenders, who are

about to attack at close quarters. The defenders must on no account reveal their positions until the tank crew has dismounted, and is, therefore, at their mercy.

If a tank is going to be heavily attacked with Molotov Cocktails, hand grenades, etc., the rifle fire should be from the opposite side of the road to the chief concentration of close quarters fighters, since the tank crew will be likely to attempt to escape on the opposite side from the one from which they are attacked at close quarters, and to use the tank as cover in dealing with this attack. They may then be at the mercy of the rifles in their rear.

Holding On and Retreat. You ought to get precise orders from your Section Commander as to how long you are to hold on to your position, and when you are to retreat. You should be careful when assigned your position to examine what cover exists for a retreat to a new position should that become necessary: and you should also examine the ground for other positions, to which you can advance to harass the enemy, if he turns tail.

It is not likely that any roadblock will possess all these advantages of position, and every locality must be treated on its merits; but in preparing the defence, it is above all necessary to have each man, who will be responsible for the defence, to think out for himself what is wanted on the spot. You ought to understand why you are told to do whatever your duty may be, and also what all the other members, who are part of the defence of your roadblock, have to do in their turn. You will not know how to carry out your own job, unless you understand the job as a whole.

8. **Challenging.** The roadblock is not only intended to stop vehicles. It may be also intended for the control of civilians, and the easy recognition of Fifth Columnists and spies. Whereas recognized enemy forces, such as tanks and troops, will not be challenged before they are otherwise dealt with, civilians, whether suspicious persons or not, must

be correctly challenged. The challenge must be so made that in the event of the challenged person being part of the enemy forces, the challenger is safe from being attacked.

At night this is simple, since the challenge takes the form of a moving red light. The unknown stranger must be left with no reason for confusing a challenge with a stationary red light indicating a roadblock. The person challenged must be under fire from the moment that he arrives within ten yards of the challenging light. Any person approaching a post or roadblock will be challenged.

A motor car that does not stop can be brought to a halt by firing into its tyres or engine. The following are the official instructions for sentries on roads:

- (a) When active operations are not in progress. As reliance cannot be placed on the voice to stop motorists, the following procedure should be adopted at posts manned by troops or Home Guards. By day the sentry should use the ordinary police signals. By night the sentry should stop motor traffic by waving a red lamp. In either case there should be another man twenty yards behind the sentry stopping the traffic, who is ready to fire if the car refuses to halt.
- (b) When active operations are in progress.
 - (i) The security of a post depends upon the care with which sentries are posted and on their alertness and efficiency.
 - (ii) The sentries must be posted so that they can warn the section silently by day or night; they must remain in the post, and avoid any unnecessary movement. During darkness, when double sentries are employed, they should be in touch with each other, and able to communicate without movement. The positions of reliefs should be so arranged that they can be awakened for their turn of duty without disturbing the rest of the section.

(iii) Sentries must understand the following procedure for dealing with persons approaching the post:

- (a) If anyone approaches, the sentry will immediately warn the post.
- (b) If the person or party approaches close to the post, the whole section should be ready to fire and the sentry will call out "Halt" just loud enough to be heard. If the order to halt is obeyed, the Section Commander will order the person or commander of the party to advance and give an account of himself; the remainder of the section meanwhile covering the party with their weapons. If the order to halt is disobeyed, fire will be opened without hesitation. There is always a tendency at night to challenge and shoot too early. Sentries will not "challenge" until they are certain that those approaching are so close that the section cannot possibly miss them with fire. On very black nights it is usually better to rely on the bayonet, in which case the sentry will not challenge until the last possible moment.

9. **Movable Barricades.** The disadvantage of the normal roadblock is that it impedes your own side's communications. Wherever possible, therefore, a movable barricade, built in accordance with the following instructions, should be prepared. The best material is a farm cart of the type which discharges its load by taking out a linch-pin. The bottom of the cart must be covered with a sheet of metal, and over this, sandbags should be laid, secured in position by battens or ropes stretched to either side of the cart. The metal sheet should be bent over the rear end of the cart to the length of a sandbag, and further sandbags attached to this. Other sandbags must be suspended from

the front of the cart, so that they almost reach the ground. This movable barricade is to be kept by the side of the road ready to be wheeled into position at an emergency.

Through the metal sheet, and between the sandbags lining the bottom of the cart, must be pierced three loopholes in a position suitable for three men to use when firing from behind the tipped-up cart in the kneeling position. When an alarm of the approach of the enemy is given, three men wheel the cart into position to close the gap in the road, and any width of the road which is not closed by the cart must be strewn with large stones, broken glass bottles, rolls of barbed wire, etc.

Having placed the cart in position, the linch-pins are withdrawn, and the cart placed in a vertical position. The metal and sandbags projecting from the back now become head protection. The three men can kneel behind, and shoot through the loopholes.

Such a barricade will effectively stop motor cyclists and motor vehicles, although it can be surmounted in due course by a tank. It will, however, slow up a tank also; because, if properly constructed and camouflaged, it will require investigation by the tank crew, and this will give full opportunity to dispose of them by the various methods described elsewhere.

The advantage of such a movable barricade is that it can be immediately removed when the road is required for the use of our own forces; and, as it can be prepared by the side of the road before it is needed for use, it is the speediest way of blocking a road which has had to be left open till the last moment because of its value for our communications.

Other old vehicles can be utilized in the same way; e.g., an old motor car, having been filled with stones or sandbags, can be moved into position provided care has been taken that there is a favourable slope for its manipulation. It can then have its front wheels, which have been left unfastened, taken off and rolled away. Directly the danger is passed the car can be jacked up, the wheels replaced, and the whole

rolled to the side of the road for use again later, thus leaving communications open once more.

10. Booby Traps. It must always be remembered that the chief object of a roadblock is to stop vehicles, in order that they may be dealt with. This end may often be successfully achieved by the building of dummy roadblocks, or booby traps. If all roadblocks, of whatever material they are formed, are faced on the enemy's side with a screen of branches or bracken, or with blankets or sheets or sacks, suspended over them, it will be impossible for the enemy upon seeing such branches, blankets, etc., to know in any particular case that no barricade has been built behind them.

It will often, therefore, be valuable to erect such a screen, at a point where it is desired to hold up a tank or other vehicle, and where there is time or material for building a substantial block. The tank crew will have to get out and investigate, and while it does so it will be for the moment at the mercy of the defenders, provided they can use their fire with great rapidity.

The suspending of blankets or sacks can be particularly effective in a narrow village street, because no tank can proceed without investigation, and, directly it stops, explosives can be dropped on it from the windows of houses on either side.

It will be remembered that the windows above the ground floor are invisible to a tank drawn up below them. All sorts of discomforts for the tank crew can be devised in such circumstances. The tank can be stopped in a village street at a place where a string has been passed across the street above it from windows on one side to windows on the other. When the tank stops, this string can be pulled, so as to carry a prepared blanket soaked in paraffin across to form a canopy above the tank. The blankets can then be set alight and set on top, blinding and stifling the crew.

Many other such devices can be imagined; all of them

based on the principle that, if the tank does not know whether it has come up against a barricade or not, it must stop to investigate, and the crew must get out.

11. Motor Cycle Traps. Although powerful road-blocks are necessary for stopping tanks, far simpler devices can cause great trouble to motor cyclists. Wherever there are posts or trees on each side of a road, a single strand of wire, stretched taut across the road at a height of three feet above the ground, will be deadly to a motor cyclist. The best place for such strands will be where the visibility is bad, as when the road passes through a wood or between high banks.

The utmost care must be taken that every trap is listed in the Section Commander's notebook, and that no traps are set until the last moment. Material should be kept in preparation, concealed by the roadside. Traps must be removed before the road is open for civilians, and must never be placed in position without permission from the military authority. Usually a small side road will not be used by him for his operations.

Equally good against motor cyclists will be concealed traps of barbed wire, or even broken glass. These can be laid over the surface of the road, and concealed with dead leaves or pieces of sacking lightly covered with sand or other material resembling the road surface. Such traps must be laid with an eye to their being removed as rapidly as possible whenever a clear road is necessary.

12. Limitations to Value of Roadblocks. You should never forget that roadblocks, strong points, pill-boxes, etc., although they have their uses, must not be allowed to become your masters. You must not imagine that your chief duty will be to sit down behind them and wait for the Nazis to come and visit you. That is to become "village-Maginot-minded." Many of these prepared positions will find their best use when an invasion comes as

decoys for the enemy. You will do better defending and counter-attacking outside, relying on the abundant cover provided by Nature. In a wood or a ditch or behind a hedge the Nazi will find it difficult to discover you, but the roadblock may be almost like waving a flag at him to tell him where you are. That is why so many of these works have already been done away with. Always regard your prepared defence positions as possibly convenient places in case they are needed, but always base your ideas of defence on the use of the cover in the surrounding country.

Notes on the Time Taken for Certain Operations.

1. Felling Trees. Two skilled men fell 100 to 150 fir trees, averaging one foot in diameter, in a day, or one tree in five minutes. They will fell 30 to 40 oak or hard wood trees of the same size in a day, or one tree in fifteen minutes.

Trimming off branches takes about as long as felling. To fell an oak tree five foot in diameter is a day's work for two skilled men. Unskilled men will not do more than half or one-third of the work done by skilled men; therefore, every section likely to need tree felling to be carried out should possess two skilled tree fellers, if possible.

2. Clearing Cover Afforded by Hedges. Ten men will clear 500 yards in 6 hours with 10 bill-hooks and forked poles to help in pushing the hedge over.

3. Shelter Trenches. Five feet wide; one foot six inches deep. Ten yards per man is a six hours' job in average soil. Two shovels and one pick per squad of three men; or, in very difficult soil, men work in pairs, one having a pick, other a shovel.

4. Loopholing Walls. Two unskilled men make a loophole in a nine-inch wall in five minutes; in an eighteen-inch wall in fifteen minutes, using a short crowbar or pickaxe.

Notes on Field Defences.

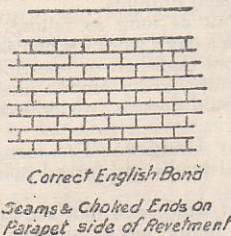
A. Sandbagging.

1. Filling. Service pattern sandbags measure 33 in. by 14 in. when empty, and 20-in. by 10 in. when full. They should be three-quarters filled and the neck tied round with the string provided. Sandbags are issued in bales of 200, weighing 84 lb.

2. Laying.

- (a) Sandbags should be treated as bricks when laying. Care should be taken that, as in brickwork, all joints are broken. English bond is always used when laying sandbags.
- (b) Before bags are laid the corners should be tucked in and the ends folded under. Stretchers are always laid with the seam on the inside.
- (c) Walls and revetment are always laid at a slope of 4 in 1, and care should be taken that the foundation is sloped to allow for this.
- (d) As each bag is laid it should be beaten into shape with a spade so as to form a solid brick of 20 in. by 10 in. by 5 in.
- (e) Great care should be taken to ensure that bags are properly laid as a poorly laid wall will soon crumble.

ELEVATION.



SECTION

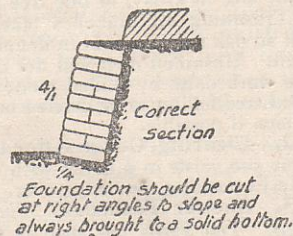


FIG. 2.

B. Weapon Pits.

3. General. Weapon pits are essential to a defended position.

4. Siting of Weapon Pits. Weapon pits should be dug where:

- (a) A clear view of the enemy's approach is obtainable.
- (b) Good concealment from air, and ground observation, is afforded.

5. Revetment. If they are to stand for some time, weapon pits must be revetted. Revetment must be anchored back as for breastworks (see Fig. 3). The materials normally used are:

- (a) Expanded Metal (XPM) Panels. Issued in sheets 6 ft. 6 in. by 3 ft. and made into frames.
- (b) Corrugated Iron. Used in sheets, 6, 7 or 9 ft. long by 2 ft. 2 ins. wide; the method for erecting being the same as for XPM.
- (c) Brushwood. Brushwood hurdles, when obtainable, make excellent revetment.
- (d) Wire Mesh and Canvas. In sandy ground wire mesh backed with canvas can be used.

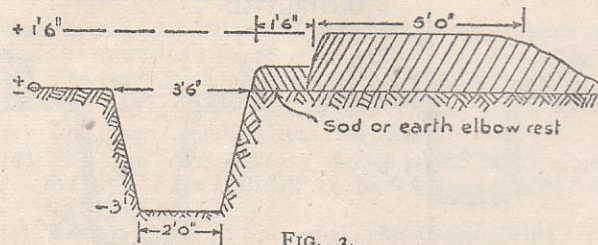


FIG. 3.

C. Breastworks.

6. General. In certain country the ground is too hard or too wet to dig a weapon pit to the full depth required and so it is necessary to build up above ground level.

7. Construction.

- (a) To obtain the extra soil required, a borrow pit is established in front of the proposed site.
- (b) Weapon pit is dug as deep as possible to save breastwork.
- (c) Earth from the borrow pit is built up against a revetment to form a parapet in front and a parados behind. The general method of building up a breastwork is shown below. Sandbags may be used, or one of the materials in paragraph 7, above.

D. Slit Trenches.

8. General. These may be required for protection against artillery or air attack.

9. Construction.

- Slit trenches are a quick improvised shelter and consist of a trench 3 ft. to 4 ft. deep and 2 ft. to 3 ft. wide.
- Soil excavated is used to form a parapet on either side.
- If the length of the trench exceeds 12 ft., traverses should be made to localise effect of a burst.
- When possible the trench should be constructed under cover.

TO GIVE QUICK IMPROVISED SHELTER

UNSTRUTTED



FIG. 4.

E. Concealment.

10. All defence works must, so far as possible, be concealed either by natural or artificial means, against both air and land observation. Remember this in siting them.

Natural means are the best, and the aim should be to blend the work into the surrounding landscape. Excavated earth should not be smoothed down. The parapets of weapon pits can be covered with sods cut from under bushes or trees. Foliage can also be used to break straight lines (but dead foliage is unnatural and must be removed). Breastworks are difficult to conceal, but can be sited on the line of a hedge or on the fringe of a wood.

If time permits shallow dummy positions with parapets, etc., should be constructed so as to mislead the enemy, and tracks made up to them. Conversely, great care should be taken not to give away real positions by tracks leading up to them.

SECTION VI

RIFLES AND RIFLE SHOOTING

By LT.-COL. J. A. BARLOW, W. York. Regt.

You, as one of the Home Guard, may be armed with any one of the following rifles:

- The .303" British Service rifle (S.M.L.E.).
- The .303" pattern Dec. 14 rifle (P.14).
- The .303" Canadian Ross rifle (Ross).
- The .300" U.S.A. 1917 model which looks almost exactly like the British P.14, having been copied from it (Model 17).
- The .300" U.S.A. Springfield rifle (Springfield).

When you first joined up you probably had a British rifle given you. If you have not already had it changed for one of the U.S.A. types, it is probable that this will happen shortly. The reason is that at first you had to be armed at once with what was immediately ready; now that large stocks of U.S.A. weapons are arriving, it is obviously better for all the Home Guard to have American weapons while the field army, which has to move about, keeps to the British types.

All U.S.A. rifles, and in fact any weapons which will not take the British Service cartridges, are marked with a red band two inches wide, in order to distinguish them. If this gets worn off, paint some more on yourself on the same spot. Use a quick drying paint.

1. **Ammunition.** British cartridges are issued in black steel chargers which hold five rounds. The cartridge has a rim at the base. The ordinary ball ammunition has

a ring of purple lacquer round the cap, while in the case of tracer the lacquer is red. U.S.A. ammunition is rimless and is issued in small brass clips also holding five rounds.

Always clean ammunition and chargers issued to you at the first opportunity. Thereafter look the ammunition over closely and see that it is clean. Your life may depend upon it. Dirty ammunition causes slow loading.

2. To Load.

- (a) Put off the safety catch, which, on the above rifles will be found as follows:
 - (i) S.M.L.E. on left at back of bolt.
 - (ii) P. 14 on right at back of bolt.
 - (iii) Ross, on right on bolt lever. Positions marked "READY and SAFE."
 - (iv) Model 17. As on P.14.
 - (v) Springfield. On back of bolt (cocking piece). The safety catch swings over sideways. Left is "READY," right is "SAFE."
- (b) Open the bolt by raising the bolt lever and pulling to the rear—types (a), (b), (d), and (e)—or pulling straight to the rear in the case of the Ross.
- (c) All the above rifles have charger (or clip) guides into which the charger (clip) fits. Place a charger (clip) in this "end on"; either way up. Put your right thumb on the back end of the top cartridge, curling your forefinger under the woodwork by the magazine, and force the cartridges out of the charger (clip) into the magazine.
 - (i) N.B. In most of the S.M.L.E. rifles there is what is known as a "cut-off" on the right of the body. This, when pushed in, prevents the magazine being loaded, or, if loaded, from being used. Before charging the magazine make sure that it is pushed out to the right.

- (ii) On both the Ross and Springfield rifles there is also a "cut-off" but of a different kind. This is a thumb-piece on the left of the body. It works in three positions. When the thumb-piece points upwards, the magazine can be used, while when turned down the bolt is prevented from coming right back and so no round is fed into the chamber by the bolt. (This "cut-off" in the "down" position is of little use and should be neglected. It is of no help when magazines only have to be charged.) In the middle position, a clearance on the inside of the thumb-piece allows the bolt to be taken out of the rifle for cleaning.
- (iii) Having charged the magazine, (S.M.L.E. holds ten, the P.14, Ross, Model 17 and Springfield only five rounds) push the bolt forward and down to the right or straight forward in the case of the Ross. The rifle is now loaded.
- (iv) Apply the safety catch, by reversing what you did before.

3. Points to note when Loading or Dealing with Loaded Rifles.

- (a) Never point a loaded rifle at anybody or in any direction in which harm might be done if it fired. Obviously you must use the same caution when loading.
- (b) Never handle dummies and live ammunition at the same time. Always keep them separate.
- (c) Always inspect both your own and other people's dummies and weapons before practising.
- (d) If the magazine only is to be charged, leaving no round in the chamber, proceed as follows:
 - (i) With the S.M.L.E. use the "cut-off" if you have one, i.e. shut it before you close the bolt.
 - (ii) With all other rifles (including the Ross) press

the top round in the magazine down with your left thumb and edge the bolt over it with your right hand, so ensuring that no round is fed into the chamber.

Having charged the magazine, snap the trigger and apply the safety catch. If you have a cut-off, pull this out again now, so that when you want to load, all you have to do is to open and close the bolt.

Warning regarding the Ross rifle bolt. It is possible to assemble the Ross rifle bolt wrongly, and to insert it into the rifle in that state. If the rifle is then fired, the bolt will be blown to the rear and the firer will be seriously injured. Therefore, whenever you pick up your Ross make sure that the bolt is correctly assembled. Somebody may have tampered with the rifle and put the bolt together wrongly.

How to tell if the bolt is correctly assembled. Open the breech but do not take the bolt out of the rifle. Look at the bolt-head and note its position in relation to the front end of the sleeve. The bolt-head is the extreme front part of the bolt and is distinguished by the interrupted threads on its sides, while the sleeve is that part of the bolt which covers most of the mechanism and bears the bolt-lever at the rear end. The bolt is correctly assembled if the bolt-head is nearly one inch from the front end of the sleeve when the breech is open.

The bolt is wrongly assembled if the distance between the same two parts is about one quarter of an inch or less.

Never attempt to fire a rifle in this condition.

4. Hints on Shooting. In order to get a shot to hit the mark, you must do three things efficiently, viz:

- (a) You must have a comfortable position and hold properly so that the rifle does not wobble about and is not disturbed when the trigger is released.

- (b) You must aim correctly.
- (c) You must release the trigger in such a way that the aim is not disturbed.

These three points are the three essentials of accurate shooting. Their order of importance is as shown above.

If you cannot hold properly, the other two things correctly done will be of no use to you. Similarly, if you cannot aim correctly good holding and good trigger release will only allow you to hit what you actually aim at. Lastly, if you hold efficiently you will not be able to do much harm to your correct aim by releasing your trigger badly.

We will now take these three essentials in turn, dealing at the moment only with the lying position.

5. Position and Holding. Think of a rifle in a vice. If you take a hearty pull at the trigger with the rifle securely fixed, you will not move the rifle. What you have got to do is to learn to be the vice for your rifle. The best way to do this is to follow these instructions:

- (a) You must be comfortable. Not all the text-book rules in the world will get you to shoot well if you are uncomfortable.
- (b) Try and get your comfortable position to copy, as far as possible, that shown in diagrams 5 and 6 opposite. In diagram 6, A is the left elbow, B the right elbow, and C the spot where the centre of the chest first touches the ground.

These diagrams and others on succeeding pages are taken from the book referred to beneath the diagrams. All the reasons why and wherefore are fully dealt with in that book. Briefly, they can be boiled down to the fact that the position is based on two triangles, on both of which two of the sides are equal, and the third side as nearly equal as the human body will allow, and as makes no matter. The common practice of trying to put the left elbow underneath the rifle



FIG. 5.

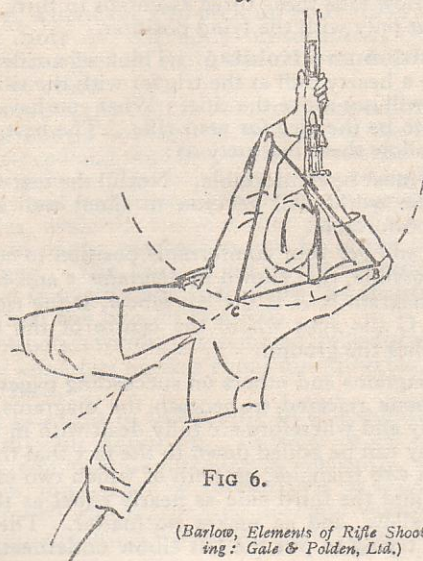


FIG 6.

(Barlow, *Elements of Rifle Shooting*:
Gale & Polden, Ltd.)

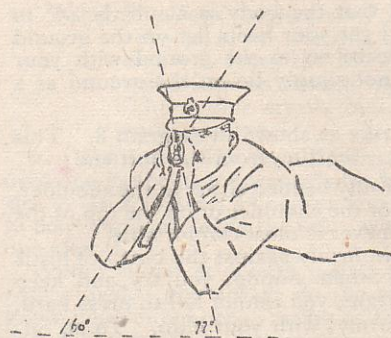


FIG. 7.



REGULATION AIM.

FIG. 9.

(Barlow, *Elements of Rifle Shooting*:
Gale & Polden, Ltd.)

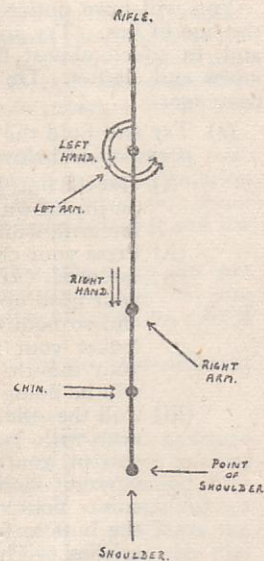


FIG. 8.

will produce a triangle like that in figure 7. This besides being uncomfortable to most people, is mechanically unsound. The whole position is lop-sided. Try pencilling in on a piece of tissue or tracing paper, placed over diagram 6, the altered positions of A, B and C. If A is put underneath the rifle B must come into the left as well, in relation to the rifle; the result is that the whole body is raised and C must go further back towards the waist. See what it looks like when compared with the original triangle suggested.

You will have noticed that the body is at nearly 45° to the line of fire. Try and get your heels flat on the ground and, in effect, almost freeze on to the ground with your knees and elbows. Do not simply lie on the ground as a passenger.

(c) Try and hold the rifle as shown in diagram 8. This is explained below. Starting from the butt end:

- (i) Get the butt firmly bedded either in the shoulder, on the crown of the shoulder or on the top of the forearm, whichever is most comfortable.
- (ii) Press your chin firmly against the butt. This is essential. If, when aiming, you try and keep your head upright, you cannot fail to press hard, and so hold firmly, with your chin. To an on-looker your face may look a bit cockeyed and your mouth may even be open, but your chin will be doing its job.
- (iii) Pull the rifle firmly back against the shoulder or arm with your right hand. Don't exaggerate this or your wrist muscles will quiver like an overtaut violin string and your rifle will follow suit. Your right hand should grip the small of the butt so firmly that no extra pressure can be applied. The thumb should be wrapped round the "small" and should not lie on top. The forefinger should be round the trigger and must be free to move independently.
- (iv) The left hand should grasp the rifle as far forward as is comfortable and should hold firmly, but not so firmly as to make the wrist muscles quiver—see (iii) above. A good way of avoiding any tendency to do this is to try to twist the rifle out of the shoulder by a turning pressure with the hand, i.e. push to the right with the ball of the thumb and pull to the left with the forefinger.

Note. The four single arrows show points of "static" resistance, i.e. the rifle cannot move against the arrow because the bit of the body named prevents it, even though no force is being exerted. The double arrows indicate pressure which has to be applied.

6. **Aiming.** The term "correct aim" is generally misused and has come to mean what is known as the "regulation aim." In actual fact a "correct aim" is one which you mean to take, each aim being the same as the one before it and the one after it.

Within reason, it doesn't matter what sort of an aim you take provided you always do the same thing and that you know what difference it makes to the sighting of the rifle if you depart from the regulation type.

On the rifles already mentioned, there are two different types of sight, viz:

(a) Open.

(b) Aperture.

Note. When aiming with either an open or an aperture sight, you will probably find it of assistance to close the disengaged eye (left for a right-handed firer and vice-versa). In actual fact if your aiming eye is the master eye, it won't matter if you leave the other eye open. You will have to close the disengaged eye if you have "neutral vision" (i.e. both eyes equal) or if the eye you aim with is not the master eye. In nine cases out of ten the right eye is the master.

A picture of a regulation aim with an open sight is shown in diagram 9.

Instructions are as follows:

- (a) You must get the foresight in the centre of the U or V of the backsight.
- (b) Get the tip of the foresight in line with the shoulders of the backsight.

- (c) Get the tip of the foresight aimed at the point you want to hit.

- (d) Focus the FORESIGHT.

An aperture sight is easier to aim with than an open sight. The picture that you should see is shown in diagram 10. The rules of aiming with an aperture sight are simply these:

- (a) Look through the aperture and forget about it. The foresight will be centred automatically by the eye. Do not attempt to see the aperture or try to get the foresight in the middle of it. It will get there without your worrying about it if you merely look **THROUGH** the hole.
- (b) Focus the FORESIGHT and see this as clearly as your eyesight permits.
- (c) Put the tip of the foresight on the bottom of the point you want to hit. It doesn't matter if your target is blurred or indistinct. Believe it or not, you will hit it just the same if you hold correctly and merely use a gentle movement of your forefinger alone to release the trigger.

By focusing the foresight rather than the target, any error made in aiming is less severe. For example, if your foresight is blurred and you make a mistake in aiming, that error will be multiplied some hundreds of times on the target, i.e. the number of times that the sight base (distance between foresight and backsight) goes into the range. If on the other hand the foresight is clear and the target blurred the amount of error will only be the amount the aim is wrong on the target. This is relatively small.

Lastly, you must practise to be able to take an accurate

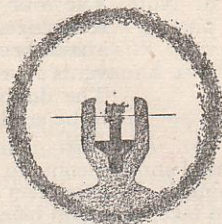


FIG. 10.

aim in the shortest possible time. For deliberate shooting you should never take more than five seconds to get your aim correct. In war, when all targets are of a snapshooting type you must train yourself to do it more quickly still. Try and take a good aim in about two seconds. You can do this by empty rifle practise on the floor of your sitting-room; in other words drill yourself into it. To get the maximum benefit you must fire as soon as the aim is good. We will therefore pass on to the question of trigger release.

7. Trigger Release. It is hoped that enough has already been said about holding to have impressed on you the absolute necessity for such a tight grip with the right hand that no movement of the trigger finger can cause any further tightening of the hand as you release the trigger. If you have understood this and can do it, trigger release will present no difficulties for you.

All trigger control is dependent on good holding, whether it be trigger pulling or trigger squeezing. The trouble is that most people look at the business the wrong way round and try to make up for bad holding by super "trigger squeezing."

You may have noticed that up to the above paragraph the words "squeezing" or "trigger pressing" have not been mentioned. Many instructors tell people to squeeze a trigger like a sponge. This is absolutely and completely misleading. You cannot squeeze a sponge with one finger only, keeping the remainder of the hand doing nothing. If you squeeze with your whole hand you are bound to move the rifle and that is just what you must avoid doing.

As already stated, the thumb and the remaining three fingers of the right hand should already be gripping the small of the butt so tightly that no further increase of pressure in the form of a squeeze is possible.

Another point is that squeezing takes time and in war you have no time. You must be able to come up, aim and let

the shot go in about two seconds. Don't believe the man who says he squeezes in those conditions.

There are two pressures on all the rifles with which you are likely to be armed, i.e. those mentioned at the head of this article. The first pressure must be taken as soon as you bring the rifle into the shoulder. The trigger should be finally released the instant that aim is correct.

Two more small points remain to be mentioned. These are:

- (a) Use the bony part between the first and second joints to release the trigger. This is the least sensitive part of the finger and if there is a slight drag on the trigger you won't be so likely to notice it. For good, quick, and accurate shooting one doesn't want to feel a drag. Incidentally one gets more leverage by using this part of the finger in preference to the first joint.
- (b) Gently restrain your breathing at the moment of releasing the trigger. This should become an unconscious action after a time.

8. **Rapid Fire.** The secret of efficient rapid fire is to have a good bolt manipulation. To a listener the sound of the bolt being opened and closed should come as one sound and not two or four, i.e. "clickety-click" and not "click-clock" nor "cer-lick-cer-lock." The best way to practise this is to lie on your sitting-room floor and drill yourself into reloading smartly with the rifle rested on the ground in front of you. Reload with a flick of the right wrist. Try to break, or flick, the bolt-head off the bolt with a quick flick of the wrist. When you have got the "one sound" movement correctly like this, try reloading with the butt kept in the shoulder. You will find it awkward at first, but drill will soon make it easier. After each reloading motion with the rifle in the shoulder, take the first pressure. In this way you will learn efficient trigger control. As a third

stage in learning rapid bolt manipulation, reload and actually go through the action of firing.

Here are some hints to help you:

- (a) The bolt and bolt-way must be clean and slightly oiled.
- (b) You must always hold firmly with the left hand while reloading—in the same manner as indicated in 5 (iv) above.
- (c) You must have a vice-like grip with the right hand and use your chin when firing each shot, in order not to let your trigger finger run away with you in your hurry (i.e. run the whole show).
- (d) Tilt the rifle slightly to the right when reloading. This will assist rapid bolt action by making the unloading action easier. Similarly bring the rifle back to the upright position as you close the bolt.
- (e) Keep your head well back from the cocking-piece so that you do not have to move your head unduly when reloading.
- (f) Always count the number of rounds as you fire and reload when the magazine is empty. Rely on your counting and do not look to see if it's empty!

If you have one, you will find the S.M.L.E. the easiest rifle with which to do rapid fire—it is the best active service rifle in the world. The Springfield you will probably find the next easiest, the other three all being rather more difficult.

9. **War shooting in Various Positions.** Generally you will find you are either in a trench or in a fold in the ground. You may not be able to get quite the position you would like. You must, however, try and make yourself as comfortable as possible. This can certainly be done when you are in a prepared trench by arranging the sandbags properly.

If you have to fire standing in the open, the following hints may be of use:

- (a) Push your left arm out absolutely straight and grip the rifle as far forward as possible.
- (b) Twist the rifle to the right with this hand, pushing over to the right with the thumb and pulling under to the left with the fingers.
- (c) Twist the small of the butt to the left with the right hand.
- (d) Start aiming just below the thing you want to hit and let the shot go when the foresight comes up to it. This is another reason why you can't afford to squeeze your trigger. You simply haven't got time.

When shooting kneeling, try and do as much of the above as possible. You won't be able to get the left arm out straight, but get it as far forward as you can.

10. General Note. It is obviously impossible to deal thoroughly in an article of this size with all the various items connected with efficient rifle shooting. Only very elementary details have been included here. Those of you who may have obtained some benefit from the advice given above and who may wish to pursue the matter further, are referred to my book *The Elements of Rifle Shooting*, published by Gale & Polden, Ltd., Aldershot, 5s. net. This book goes into all details of shooting with the Service rifle. It should be noted that the main portions of this book were written in the years 1928, 1929 and 1931; the book being finally finished and published in 1932. Since the first chapters were written, the following major honours have been won:

His Majesty's Medal for the best shot in the Regular and Territorial Army, 1930.

The Regular Army Championship, 1930 and 1931.

His Majesty the King's Prize, 1934 and 1938.

SECTION VII

AUTOMATIC WEAPONS*

By LT.-COL. J. A. BARLOW, W. York Regt.

LEWIS GUN

As a Home Guard, your unit may be armed with either:

- (a) The British .303" ground pattern Lewis light machine-gun.
- (b) The U.S.A. .300" ground pattern Lewis.
- (c) The U.S.A. .300" aircraft pattern modified for emergency ground use by the British.
- (d) The Browning .30 Auto Rifle.
- (e) The Sten Gun.

The main particulars of these guns are as follows:

1. British .303" Lewis. The gun is the same as was used in the last war and is probably well known to many of you. It has telescopic bipod legs, an aluminium radiator and a casing to assist in keeping the gun cool, normal type of butt and a graduated aperture backsight with range scale up to 2,000 yards. The cocking handle can be situated either on the right or left hand side according to the will of the firer. Magazines contain forty-seven rounds.

2. U.S.A. .300" Ground Pattern Lewis. This is almost identical with the .303" pattern. No separate description or particulars will therefore be given. It may be taken that instructions for the British Lewis cover this model except in very minor particulars which will be obvious.

3. U.S.A. .300" Stripped Lewis (Aircraft pattern modified). Needless to say this weapon takes only the .300" U.S.A. Service cartridge. As mentioned in the Rifle

* For other weapons see author's *Small Arms Manual*.

chapter you will find that all of them have a red band painted on the body in front of the magazine post. The figures .300 should be painted on this in black paint. Further, because the pinion casing, which contains the return spring, will not fit on a British Lewis although it looks almost exactly the same, it also is painted red. These bands are to denote the fact that the gun will not take the British Service cartridges, nor the pinion casing fit a British gun.

These guns started life as aircraft observers' guns in U.S. planes. They came over here with no sights, no bipod, no radiator casings and only a spade handle grip instead of a butt. They are fitted with a recoil reducer on the muzzle. There are both 47- and 97-round magazines for these guns.

It has recently been decided that U.S. magazines will also have the rear half of the top of the centre disk painted red to distinguish them from British. The position of the painting will assist in placing the magazine correctly on the gun.

There are two types of conversion for emergency ground use. The first few thousands had normal Lewis gun spare wooden butts fitted, instead of the spade grip. A ground battle-sight was fitted for a range of 400 yards. In view of the shape of the wooden butt and the consequent position of the head and eye, the line of sight could only be arranged to be sufficiently high to clear the forty-seven-round magazine.

Later consignments have been fitted with a skeleton butt with a wooden cheek rest. The shape of this butt was so arranged to permit of the eye being in such a position that the line of sight clears the higher ninety-seven-round magazine.

Neither type of conversion caters for a bipod rest in view of the fact that these weapons are intended for the Home Guard only.* They will normally be used therefore from behind prepared cover. Thus a simple wooden hand grip is the only means of support provided. The weapon can either be rested on the cover on this handgrip, and used in normal Lewis gun manner (this will be dealt with later) or used with the

* See Note on p. 123.

left hand forward on the handgrip in the same way as a rifle. The two types of conversion can easily be distinguished by the butts—one is the normal wood butt and the other a skeleton butt which sticks out practically straight behind the gun. The points of difference in the two types are summarized in the following table:

1st Type	2nd Type
(a) Normal wood butt.	(a) Skeleton butt with wooden cheek rest.
(b) Low foresight and back-sight set in A/A sight blocks.	(b) High foresight and back-sight set in A/A sight blocks.
(c) When employing sights only the forty-seven-round magazine can be used.	(c) Either a forty-seven or ninety-seven-round magazine can be used when employing the sights.

4. American Magazines. The forty-seven-round magazine is similar to the British pattern. The ninety-seven-round magazine has an attachment to the catch and a short leather loop strap to facilitate removal of the magazine from the gun. It also has an indicator to show the number of rounds which the magazine contains at any time.

5. Magazine Filling. Put the loading handle in the socket. This releases the magazine catch and allows the centre block to rotate. Put the rounds in one at a time and turn the centre block as you go. Make sure that the groove in the base of the cartridge is engaged in the retaining plates in the magazine. If you have no loading handle press back the magazine catch by hand.

If you wish to use the round indicator on the ninety-seven-round American magazine, rotate the centre block until it reads two noughts before starting to fill.

6. Position. Loading and Unloading.

Position. If lying, the best position is with the body straight behind the gun. The left hand holds the small of

the butt, while the right grasps the pistol grip. Rest the wooden "handgrip" on cover or a sandbag. If no cover exists use the handgrip for your left hand and fire like a rifle. When standing behind cover, rest the gun on it as before and get comfortable.

Loading:

- (a) See that the cocking handle is forward.
N.B. On the U.S.A. Stripped Lewis this is on the left-hand side.
- (b) Place a magazine on the magazine post as follows:
British Lewis—Magazine catch to the RIGHT.
U.S.A. Lewis—forty-seven round—Magazine as for British.
—ninety-seven round—Magazine with the round indicator towards the firer.
- (c) Press the magazine down on to the post until you hear or feel the catch engage.
- (d) Rotate the magazine clockwise with a pull slap of the palm of the right hand (British), or a push slap with the left palm (U.S.A.). The reason for the difference is that you want to use the same hand both to rotate the magazine and operate the cocking handle.
- (e) Pull back the cocking handle. The gun is now loaded, with a round in the feed way, and bolt to the rear, ready to feed it into the chamber and fire it when the trigger is released.

Unloading by Firing. Remove the magazine by pressing in the magazine catch to the right. Raise the butt into the shoulder, release the trigger, cock the gun and again press the trigger. During training or on the range, then stand up and report "Gun clear."

Unloading Without Firing. This will often be required when firing on the range. Remove the magazine, press a bullet on the base of the round causing the front end to rise

Draw the round forward, control the cocking handle and trigger, remove the round and cock the gun. Press the trigger, cock the gun and press the trigger. Report "Gun clear."

Note. If you have a No. 2, i.e. an assistant for service of the gun, unloading should be done with the butt kept in the shoulder. The No. 1 (firer) presses in the magazine catch, No. 2 pushes up against the centre block of the magazine with his left hand, thus removing it from the post. No. 1 takes the magazine off with his right hand, still holding the butt in the shoulder with the left. The magazine is then passed under the gun to No. 2, while the latter puts a new magazine on the gun with his right hand.

7. Holding and Aiming.

Holding. The lying and standing positions have already been briefly outlined. Holding remains to be dealt with.

The essential of good light machine-gun shooting, whether it be Lewis, Bren or any other type is good holding. This principle holds good with the L.M.G. just as much as in the case of the rifle.

Proceed as follows:

- (a) Lie straight behind the gun, if possible with your legs, from the waist down, slightly to the right.
- (b) Pull the gun firmly into the shoulder with the right hand.
- (c) Try and break the pistol-grip off the gun by a twisting hold, pulling with the third and fourth fingers and pushing with the top of the hand between the thumb and forefinger.
- (d) Push the chin into the butt as with the rifle, trying to keep the head upright. The latter instruction ensures that your chin is doing the necessary work.
- (e) Restrain the butt from going over to the right by a firm, but not unduly firm, grip with the left hand.

Aiming. All types have aperture sights. The rules of aiming are therefore the same as for the rifle with the same kind of sight. The battle sight provided for the stripped Lewis is also of an aperture type. Since with this sight using a correct aim, you will hit what you aim at at 400 yards, you must aim down a little at the shorter ranges because the sight is a fixed one. Suggested simple aims are as follows:

- (a) At 400 yards aim at the centre of a man walking or at 6 o'clock at a man lying down.
- (b) At 300 yards and shorter ranges aim at a man's knees. This is about eighteen inches low from the centre of the target. If he is lying down aim about one and a half feet into the ground beneath him.

Remember. Concentrate on the foresight and don't worry about trying to get the foresight in the centre of the aperture. If you look through the aperture, the foresight will be centred automatically.

8. Firing.

The Trigger. The trigger only has one pull instead of two like the rifle. The method of releasing the trigger is the same as for the rifle, i.e. very tight grip with the right hand as indicated above and an independent movement with the forefinger.

Firing. The weapon fires automatically, i.e. it will continue to fire for as long as you keep the trigger pulled to the rear. It takes an extraordinarily skilled man to hold a long continuous burst of fire on the target with a light machine-gun. The normal method therefore is to fire small bursts of four or five rounds only, at the rate of about five bursts a minute. Observe your fire by opening the disengaged eye and shifting your head very slightly to the left, if necessary.

Note:

- (a) DO NOT relax your holding when the gun starts firing. This is a very common fault.
- (b) Whenever you have fired a few rounds from a magazine and there is a pause in the operations, change the half empty magazine for a full one and get your No. 2 to pass the former magazine back for refilling.

9. **Stripping and Assembling.** This will be dealt with in three main groups as follows:

- A. Piston group.
- B. Body group.
- C. Barrel group.

A. Piston Group.

To Strip.

- (a) See that the gun is unloaded.
- (b) Press forward the catch on the underside of the front of the butt—use a screw-driver or coin or, on service, the nose of a bullet, if there is no thumb-piece to the catch. Only some of the British have thumb-pieces, while none of the U.S.A. pattern have them.
- (c) Press the trigger and withdraw pistol-grip slightly.
- (d) Pull back the cocking handle and remove it by pulling it out to the right (British) or left (U.S.A.). Draw out the piston rod and bolt. Remove bolt complete. Unhook the pinion casing.

To Assemble. Reverse the above order.

Note:

- (a) When replacing piston and bolt, ensure that the feed arm is over to the left and the actuating stud fully screwed. If obstruction is felt, press back the tail of the ejector.

- (b) (i) The FEED ARM is the component which is hinged on the magazine post and moves sideways—to the left when the moving parts come to the rear and vice versa.
- (ii) The ACTUATING STUD is the pear-shaped stud at the top of the rear end of the bolt.
- (iii) The EJECTOR is the component on the inside of the body on the left, which rocks on a centre pivot.

B Body Group.

(a) Body Cover.

To Strip. After the gun has been stripped as in A., proceed as follows:

- (i) Draw back body cover about half an inch and remove.
- (ii) Using the nose of a dummy round, or, on service, of a bullet, remove the cartridge guide.
- (iii) Remove stop pawl spring and stop pawls.

Note.

- (a) The CARTRIDGE GUIDE is the spring in the curved component on the front of the body cover.
- (b) The STOP PAWLS are the two arms supported by a leaf spring on the underside of the front of the body cover. The respective functions of these pawls is to stop over-rotation and rebound of the magazine.

To Assemble. Reverse the above order, ensuring that the stop pawls are placed on the correct posts. Posts and pawls are numbered both in British and U.S.A. type arms.

(b) Feed-Arm.

To Strip. Push back the feed-arm latch, move the feed-arm round to the right and lift it from the magazine post. Remove the feed-arm pawl and spring.

Note.

- (i) The feed-arm LATCH is the catch on the front of the feed-arm. This exists only on British guns. The U.S.A. type are without the latch.
- (ii) The feed-arm PAWL and SPRING are situated half way along the top of the feed-arm. The function of this component is to push the magazine round as the feed-arm moves to the left.

To Assemble. Reverse the above order. If the piston and bolt are in the body the underside of the tail of the feed-arm must be placed over the actuating stud.

(c) The Body

To Strip.

- (i) Remove the body-locking pin.
- (ii) Withdraw pistol-grip to the rear.
- (iii) Unscrew body.

Note. The BODY-LOCKING PIN is the pin on the underside of the body which locks the body and barrel groups together. It can be eased out by inserting the nose of a dummy round or a bullet and pushing to the rear.

To Assemble. Reverse the above order.

C. Barrel Groups.

To Strip.

Ground Pattern Guns only.

- (a) Using the spare gas regulator key unscrew the clamp ring screw. Remove the clamp ring and front radiator casing.
- (b) Remove the bipod, the gas regulator key and gas regulator. Remove the rear radiator casing.
- (c) Unscrew the gas cylinder, using the piston rod if necessary. Remove the gas chamber and barrel mouthpiece with the spanner provided for the purpose.

Stripped U.S.A. Guns Only.

- (a) Remove gas regulator key and gas regulator.
- (b) Unscrew gas cylinder and remove.
- (c) Unscrew recoil reducer.

To Assemble—both types. Reverse the above order.

10. Points Before, During and After Firing.*1. Before Firing.*

- (a) Strip completely.
- (b) Clean and leave dry the gas-affected part, i.e. barrel group complete.
- (c) Clean the remainder of the gun and slightly lubricate the working parts.
- (d) When assembling, set the gas regulator to the smallest hole (British gun) or No. 2 hole (U.S.A. type).
- (e) Adjust both return springs (the one on the gun and the spare one) to about 13 lbs., as follows:

- (i) To increase. With pistol grip disconnected, raise the pinion to connect with the ratchet on the piston and pull back the cocking handle about two inches. This increases the weight by about 6 lbs.
- (ii) To decrease. With pinion disconnected pull back the cocking handle a proportionate amount, raise the pinion to connect with the catch and push forward the pistol-grip. The cocking handle flies forward and weight is taken off the return spring.

- (f) Clean and check spare parts and magazine.

2. During Firing.

- (a) Unload.
- (b) Clean and lubricate working parts as necessary.
- (c) Check ammunition and fill up any partly used magazines.

3. After Firing.

- (a) Strip completely.
- (b) Clean and oil barrel.
- (c) Clean off all fouling from gas-affected parts, and oil up.

- (d) Clean and oil all other parts.

- (e) If not in the front line reduce weight of return springs to about 4 lbs.

11. STOPPAGES.

If the return spring weight is correct and the gun is properly cared for, the Lewis gun will function well. Stoppages, however, sometimes occur and it is essential that the firer should instinctively carry out what is known as "Immediate Action" to get the gun firing again. Sometimes "Immediate Action" will not be successful, in which case a secondary action must be carried out.

A table of Immediate Action, generally known as I.A., and secondary action for use when I.A. has failed, is appended.

If the gun stops, other than when the pressure on the trigger is relaxed, it will do so with the cocking handle in one of two positions, viz.:

1st Position: Cocking handle right forward.

2nd Position: Any position other than 1st, or fully cocked
These positions can, with practice, be recognised by feel.

LEWIS GUN STOPPAGES—IMMEDIATE AND SECONDARY ACTIONS TO BE CARRIED OUT.

Position of Cocking Handle.	I.A. to be Carried Out.	If I.A. Fails, the Following Secondary Action to be Carried Out.
1st Position i.e., Cocking handle right forward.	If gun fails to fire or commences firing and stops: Feel for the cocking handle—try to rotate magazine, if it rotates, change it, if it does not rotate, cock the gun, aim and fire.	If after I.A. for 1st position the gun will not fire: Feel for cocking handle—try to rotate magazine—if it does not rotate remove it and clear gun: (a) Examine feed-arm pawl and spring. If spring is broken change it—if not; (b) Change piston, load, aim and fire.

TABLE—continued.

Position of Cocking Handle.	I.A. to be Carried Out.	If I.A. Fails, the Following Secondary Action to be Carried Out.
2nd Position.	<p>If gun fails to fire or commences firing and stops:</p> <p>Feel for cocking-handle—cock the gun—try to counter-rotate the magazine—whether it counter-rotates or not, aim and fire.</p>	<p>(a) If, after applying I.A. for 2nd position, gun fires a few rounds and stops again:</p> <p>Feel for cocking handle—cock gun—try to counter-rotate magazine—if magazine counter-rotates, change magazine, aim and fire.</p> <p>If magazine does not counter-rotate:</p> <p>Clear gun—take about 3lb. off the return spring—load, aim and fire.</p> <p>(Note. The gun should be cleaned at the first opportunity and the return spring readjusted to its normal tension.)</p> <p>(b) If, after I.A. for 2nd position, gun will not fire, there will always be a live round in the feed-way:</p> <p>Feel for cocking handle—cock gun—counter-rotate magazine—remove magazine and examine inside the body and chamber:</p> <p>(a) If live round in chamber—clear gun—change magazine—load, aim and fire.</p> <p>(b) If empty case in chamber or body—clear gun—change the bolt—load, aim and fire.</p>

N.B.—If you try to fire with the safety catch applied, you will get a recurring 3rd position stoppage. To rectify—pull back cocking handle to cocked position, lower safety catch and continue firing. You cannot lower the safety catch when it is holding up the forward travel of the cocking handle and piston under the influence of the return spring. MORAL—Do NOT forget to lower safety catch before firing, should you have applied it.

General Note on Stoppages 1st or 2nd Position.

If the gun stops at either 1st or 2nd position and there is no resistance on the cocking handle:

Clear gun—change the pinion group—load, aim and fire.

N.B. Very excellent practice in I.A. etc., can be obtained by running a competition between teams of three or four with two umpires. The latter shout out the symptoms of a stoppage and the men change over in turn immediately the correct action has been carried out, No. 2 taking the place of No. 1 and No. 3 that of No. 2. The signal for change over is "Gun firing all right" from the umpire in charge of the team concerned. Needless to say, the umpire must know his stoppages backwards.

12. Additional Stripping.

1. Pinion Group.

(a) Raise the pinion pawl, rotate the pinion if necessary and remove the tension screw. Remove the pinion from its casing. Using a dummy cartridge remove the spring casing from the pinion

(b) Assemble in reverse order.

2. The Trigger Group.

(a) Remove the sear axis pin, and remove the sear. Place one hand over the plunger and push out the trigger axis pin. Remove the trigger, the plunger and the trigger spring.

(b) To assemble: Replace the trigger spring and the plunger. Keeping the plunger depressed, place the front end of the trigger bar into the slot in the plunger and replace the trigger axis pin. Place the dovetailed end of the sear behind the rear end of the trigger bar and replace the sear axis pin.

3. Ejector.

(a) Remove the ejector cover. Place the point of a dummy cartridge in the hole under the left side of the body, press up the ejector and remove.

(b) Assemble in reverse order.

BROWNING .30" AUTO RIFLE

13. General Description. This is a heavy type of automatic rifle, or, if you prefer to call it so, a light type of light machine-gun.

It can fire either single shots or fully automatic bursts. There is a change lever on the left hand side of the weapon just beside the back of the trigger guard. There are three letters to indicate what happens when the change lever is in each of the three positions:

- F. Forward position = Single shots.
- A. Centre position = Fully automatic.
- S. Rear position = Safe.

There is a small safety stud operated by a spring, in between A and S to ensure that the change lever does not slip to "Safe" during firing automatic. This also helps to keep the change lever at "Safe" when it is to the rear.

These weapons take .300" ammunition and, like the U.S.A. rifles and Lewis guns, have a red band painted on the body. The magazine holds twenty rounds.

The weapon should be rested on cover if possible or else fired in the open like a rifle. *Normally, the weapon should be used for firing single shots, the fully automatic capacity only being employed in an emergency.** Besides avoiding waste of ammunition, this disguises the fact that an automatic weapon is present, until the enemy is too close to do anything about it.

14. Stripping and Assembly.*Stripping.*

- (a) Remove magazine by pressing in catch inside front of trigger guard.
- (b) Ensure that the rifle is unloaded by pulling back the cocking handle.
- (c) Leaving the rifle cocked, rotate retaining pin at left front of body, half turn clockwise and remove.

* No tripod or A.A. mounting is being issued for this weapon.

- (d) Pull forward handguard complete with gas cylinder and remove.
- (e) Press the trigger.
- (f) Turn rifle upside down.
- (g) Rotate retaining pin on left of trigger guard quarter turn clockwise and remove.
- (h) Remove trigger group complete.
- (i) With piston right forward, turn the back end of the main-spring rod out of its slots on the inside of the front of the body.
- (j) Withdraw mainspring and rod to the rear.
- (k) Pull back the cocking handle slightly less than half an inch, until the end of the lynch-pin can be seen through the hole in the opposite side of the body.
- (l) Knock out lynch-pin from the cocking handle side.
- (m) Pull piston back and lift out hammer from underneath rear end of piston by sliding it forward.
- (n) Push breech block right forward as far as it will go.
- (o) Pull out piston to the front.
- (p) Slip a wire paper-fastener, or some such article, through one of the lynch-pin holes in the breech block link. Push the breech block as far to the rear as it will go. Then with the side of a screw-driver blade press in the bolt retaining catch on the left of the body (upside down view of this is on the right) and pull out the breech block by lifting from the rear end.
- (q) The firing pin can then be withdrawn from the breech block.
- (r) Withdraw cocking handle and slide.

N.B. Do not attempt to strip the trigger mechanism.

To Assemble. Reverse the above, paying attention to the following points:

- (a) When replacing breech block be sure to see that the front end is clear of the projections inside the front of the body. Then press the block down over the spring retaining catch.
- (b) To reassemble lynch-pin, get the cocking slide in the correct position and then roughly align the three components, breech block, hammer and rear of piston. Using the trigger group retaining pin as a guide on the cocking slide side, insert lynch-pin from the right and press home.
- (c) Before assembling handguard complete, cock the rifle.
- (d) When the handguard has been assembled press the trigger.

15. Browning Stoppages.

In the event of a stoppage carry out the following immediate action:

1. Cock rifle.
2. Remove magazine.
3. (a) If the magazine is empty—change it.
- (b) If top round is half out or misplaced in the magazine—correct it, and replace magazine.
- (c) If the top round is damaged—remove it, and replace magazine.

16. General Notes on other Weapon Types.

The Home Guard may be issued with other .30 automatic weapons, such as .30 Vickers medium M.G. or .30 Browning medium M.G. These are outside the scope of a manual of this kind, which covers only the weapons issued in the greatest numbers.

17. Hints on Lubrication and on maintaining Automatic Weapons in action in adverse conditions.

1. In preparation for firing, all gas affected parts should be kept dry and all working surfaces lightly lubricated with the service issue lubricant.

2. In conditions where sand and dust are plentiful it is better to leave exposed surfaces completely dry. Oil tends to collect the sand and dust and helps to clog the mechanism.

3. In such conditions weapons should be stripped and cleaned as often as possible.

4. A special cold weather oil has lately been approved (Oil, low cold Test No. 1) and this oil only should be employed in very cold weather. All old oil should be removed by petrol or paraffin before application of the cold weather oil.

5. In the event of this oil not being available, it is better to leave the working parts completely dry rather than to use any of the normal oils which are bound to freeze.

6. In conditions of extreme cold the working parts should be operated by hand at frequent intervals.

7. When not in position, automatic weapons should be placed between members of the section when asleep or at rest.

18. Care and Maintenance of Weapons, etc.

Look after your weapons, be they rifles, pistols, machine guns or light machine guns. Do not forget the spares and accessories, such as magazines, belts, mountings and ammunition. Clean them daily; also as soon as possible after use or when conditions obviously require it. If you do not do so, you are liable to be let down by your weapon just when you need it most and you will probably pay for it with your life.

(See p. 108).

* It has recently been decided to issue a simple type of support for this weapon for use in the open as a light machine gun. This support will be attached to the mounting "yoke" of the gun. This clamps round the ring at the front end of the body. When the gun is turned upside down it will serve as a carrying handle. This mounting will, it is understood, be issued to units shortly.

9mm. STEN MACHINE CARBINE

19. General description.

This is a light automatic weapon, and three types have been issued. Mark I, weighing 8 lbs. Mark II, 6½ lbs., and Mark III, 6 lbs. 6 ozs. In all cases the weight is without magazines. It can fire ten single shots or fully automatic bursts, and has a rate of fire as an automatic of 500-550 rounds per minute.

The sights are fixed, a barleycorn foresight and open turn rearsight, with a range of 100 yards.

The magazine is a box type and holds 32 rounds of 9mm. All types of Parabellum and most other 9mm. cartridges can be used.

20. Loading and unloading.

(i) To fill magazines.

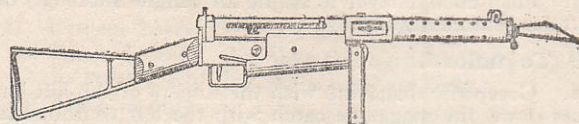
Slip the filler on to the magazine, place the base of the magazine against the body and whilst working the filler lever with one hand place cartridges, base first, into the hollow of the lever with the other. Work the lever with a smart, firm movement.

(ii) To load.

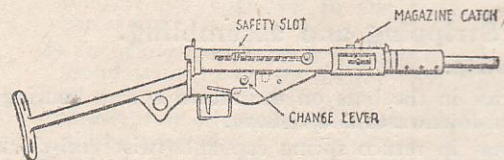
1. Insert the magazine in the magazine housing, and push home until you are certain that the magazine catch has engaged.

2. Pull back the cocking handle and, unless fire is to be opened at once, slip it into the safety slot.

Note. The breech-block should NEVER be left forward when a filled or partly filled magazine is in the carbine, since, if this is done and the weapon is jerked sharply, a round may be fired unintentionally.



MARK I



MARK II



MARK III

STEN MACHINE CARBINE

FIG. 10A.

3. Push change lever to Right for Single Shots (R) or to Left for Automatic (A).

(iii) To unload.

1. Grasp the magazine with the fingers of the left hand; press down the magazine catch with the left thumb, and at the same time withdraw the magazine from the housing.
2. Press the trigger and ease the breech-block forward under control.

21. Stripping and assembling.

(i) To strip.

1. Press in the boss on the return spring housing and slide butt downwards and remove.
2. Press in return spring cap and twist anti-clockwise as far as possible; remove cap, housing, and return spring.
3. Pull back cocking handle as far as safety slot, rotate breech-block slightly in body until cocking handle can be withdrawn; tip muzzle of weapon upwards and breech-block will slide out.

(ii) Further stripping.

1. Mark I only.
 - (i) Unscrew the two screws on the right of the front end of the barrel casing.
 - (ii) Pull out the flash eliminator and the barrel may thus be removed from the casing.
2. Mark II only.
 - (i) Pull out magazine housing plunger and rotate magazine housing downwards about the body.
 - (ii) Unscrew barrel nut and remove barrel nut and barrel.

Note. No other stripping is normally necessary or desirable, except by an armourer.

(iii) To assemble.

1. Replace barrel (Marks I and II only).
 - (i) Mark I only. See that the barrel is fully home in its seating and that the screws are tight.
 - (ii) Mark II only.
 - (a) See that the barrel nut is screwed home, that the magazine housing is rotated upwards as far as possible and that the teeth of magazine housing plunger are engaging in the teeth around the barrel nut.
 - (b) In nearly every case a number or a line will be found stamped on the barrel. Whenever this is so the number or line must be aligned with the foresight as otherwise the accuracy of the weapon will be affected.
2. Slip the breech-block into the body; ease it forward and rotate until the cocking handle can be inserted fully (at the junction of the main slot with the safety slot); press the trigger and ease the breech-block fully forward. Do not let it drop forward by reason of its own weight.
3. Assemble return spring, return spring housing and return spring cap and replace in body, pushing cap lugs into recesses and turning cap clockwise as far as possible.
4. Slide butt into place, ensuring that the boss on the return spring cap is fully home in the hole in the front butt plate.

22. Stoppages and immediate action.

If the weapon stops the following I.A. must be applied:

- (i) Pull back cocking handle.
- (ii) Remove magazine and insert a full one.
- (iii) Continue firing.

If you have time, which is unlikely in action, before

exchanging magazines look at the mouth of the one you have just removed from the carbine. Should there be cartridges still in it, and if the top round is not misplaced, reload and carry on. If the top round is misplaced, remove it, reload and carry on.

If on pressing the trigger after carrying out I.A. the breech-block does not go fully forward, pull back the cocking handle, turn the carbine over to the right and shake it. This should remove any empty case not previously ejected.

23. Special features and information of interest.

1. With Marks I and II care must be taken that the left hand grips the barrel nut well forward so that none of the fingers enter the ejection opening and become trapped by the breech-block—a painful proceeding. In the Mark III a small flange in front of the ejection opening makes it unlikely that this can occur.

2. Unlike the Thompson it is not necessary to oil this weapon to ensure functioning; in fact, the Sten will continue to fire although bone dry. This does not mean, however, that the ordinary rules for the care of weapons should be relaxed: the weapon which is well cared for will always function more reliably than one which is badly treated.

SECTION VIII

HAND GRENADES

1. By far the most important weapon for close quarters fighting is the hand grenade. It has three good points.

- (a) A short range.
- (b) It can be thrown high in the air, and will then drop almost perpendicularly.
- (c) It causes damage within quite a large area. This means that it is ideal for throwing from a ditch beside the road, or over a hedge, or over a barricade, or into a street from behind a wall or building, etc.

A well-trained strong man can throw a (No. 36) High Explosive grenade from twenty-five to thirty-five yards. It can be not only thrown over one's own cover, but it can be made to drop on an enemy behind the same sort of cover. For example, a tank crew sheltering behind their tank can be driven away into the open, where they can be dealt with by rifle fire.

Of course, this means that the enemy can also drive you from your cover, if you permit them to find cover close enough to your own position. The probable danger area of a H.E. grenade is twenty yards in all directions from the point of burst; but fragments can inflict wounds up to at least one hundred yards.

2. Description of H.E. Grenade. The outside is grooved so that when the grenade explodes it shall break

easily into pieces. As shown in the diagram there is a striker lever fitted flush to the surface of the grenade, so that it shall not catch on anything as it is taken out of your knapsack. This lever is held in position by a safety pin.

The grenade is held firmly with the lever under the fingers, and when the moment comes to throw it, the safety pin is pulled out. So long as the lever is held, the grenade is safe; but when the grenade leaves the hand, the lever flies off, the striker is forced down on to the cap of the igniter set by the spring; and a fuse is lit, which will burn for seven seconds, at the end of which time the grenade explodes.

3. **How to Throw.** Grenades are thrown with the same arm action as that of an over-arm bowler at cricket. This enables you to propel them with a high trajectory, which is suitable for their purpose of attacking over obstacles such as barricades. As they are meant entirely for close-quarters fighting, there is no point in trying to throw them very far; it is much more important to get accuracy than length of throw.

It is important that every man should learn to throw the grenade with the movement which comes most natural to him. He must cultivate a free natural body swing rather than any set of drilled movements. During grenade practice you must make a point of accurately observing where the grenade falls. You will practise throwing over a high wire, and from behind cover, both standing and in a lying position. You will throw into circles marked on the ground, always remembering that you are throwing at an enemy who is behind cover.

Only one man will throw at a time. No man will throw without a direct order: grenades will never be thrown from man to man. No man will attempt to catch a grenade: no

man will pick up a grenade which has been thrown, until ordered to do so.

These instructions must be rigidly obeyed, in order that, from the very start, you will instinctively learn to treat grenades with respect. There is no need to be nervous with a grenade, however, as long as you understand it.

4. Throwing practice with live grenades will only take place on a grenade range and under a qualified instructor as defined in Home Guard Training Instruction.

5. The following diagrams will make the nature of hand grenade practice perfectly clear to you.

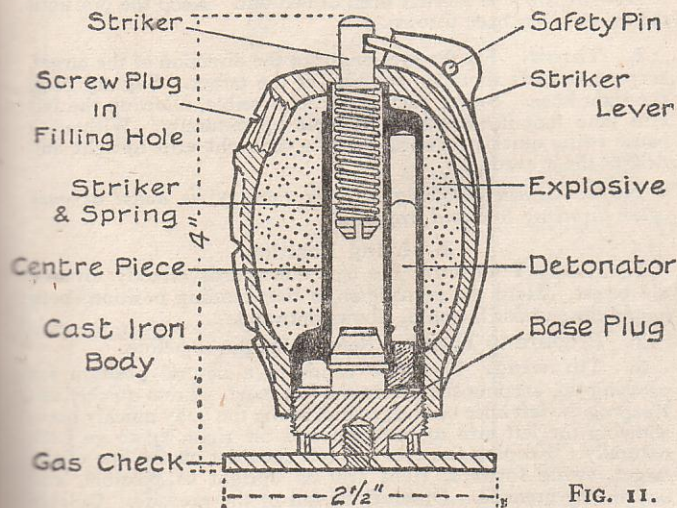


FIG. 11.

EXERCISES

1.—Standing Position.

1. **Ready Position.** Pick up a grenade. Hold it in the right hand, base downwards, the lever under the base of the fingers, the thumb just below the filling screw gripping it firmly. Place the first or second finger of the left hand through the ring of the safety pin—the hands with the knuckles uppermost and close to the waist. Face the target, turn to the right and balance the body by carrying off the left foot towards the target.

2. **Prepare to Throw.** Keeping the left arm still and close to the body, withdraw the pin (during practice go through the action of withdrawing the pin) by thrusting the right hand downwards and backwards. Glance at the shoulders of the grenade to see that the hole pin has been drawn out. Keep the pin until the grenade has been thrown.

3. **Throw.** Fix the eyes on, or in the direction of the target, keeping the left shoulder pointing at the target. Slightly bend the right knee. Swing back as far as possible, allowing the left arm (and foot if necessary) to come up naturally. Without a pause swing quickly forward, keeping the right arm upright and deliver the grenade.

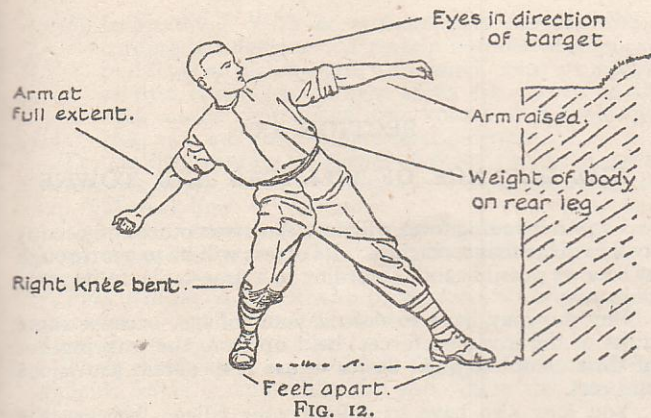
NOTE. When throwing in open country lie down at once after throwing to avoid fragments.

2.—Lying Position

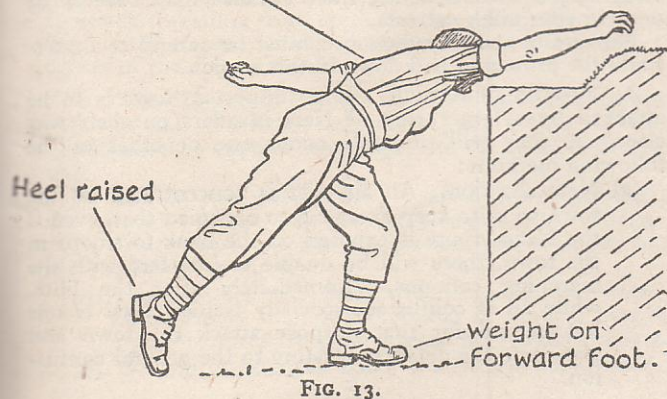
1. **Ready Position.** Lie face downwards directly towards the target. Hold the grenade as in the standing position, both hands close under the chin, elbows outwards.

2. **Prepare to Throw.** Remove the pin as before.

3. **Throwing.** Place the hands in a natural position for pressing up, keeping the pin in the left hand. Press quickly up. Keeping the left knee on the ground, swing the body quickly back, allowing the left arm to come up and the right leg to go back naturally. Keeping the eyes and left shoulder on the line of the target, swing forward, right arm as upright as possible, and deliver the grenade. Observe the fall of the grenade. Quickly lie down.



Weight behind the throw.



SECTION IX

THE DEFENCE OF VILLAGES AND TOWNS

1. An invading force will not desire to capture and occupy every village that it reaches. Its object will be to get through as soon as possible and, according to a time-table, to its main objective.

But you may have to defend your village, because some units of the invading forces, held up from the carrying out of their complete plan, desire to use it to obtain provisions and rest.

You may also have to defend your village, because the roads chosen by the invaders pass through it; and therefore the job of obstructing their advance may have to be done in your village streets.

For any of these reasons you must be careful to understand the principles laid down in this section.

2. Forms of Attack. If an important town is to be attacked by a large army of Nazi invaders on their way elsewhere they will probably adopt one or other of the following methods:

(a) Neutralization. An air-blitz is concentrated on the town so as to keep everyone so occupied that, even if the Nazis' route is exposed on the flank to troops in the town, these will be unable to interfere with the marching columns. Immediately after the blitz, while all is confusion, specially trained Nazi troops left behind for that purpose attack the town and overcome the defence, trusting to the general confusion.

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(b) Infiltration. With or without previous air-blitz to confuse the defence. A certain number of important buildings or places (A, B, C in sketch map) are selected as first objectives. These spots are chosen so that they can be approached from houses or suitable spots (A1, 2, 3, etc.) on the perimeter defences.

Troops first capture as many of these perimeter points as possible and then filter through to A, B, C wherever they can find weak lines of resistance.

They will advance along the sides of streets, from basement to basement, over the roofs, through back yards and gardens.

They will be equipped with picks, axes, tommy-guns and grenades, and will know how to deal with barricades, mines, flame throwers, booby traps.

Their chief object is to confuse the defence by making it difficult for it to know how far and where the attack has penetrated.

Once A, B, C, etc., have been captured the forces holding them are increased and then the whole town is absorbed by an attack spreading from these centres, taking the perimeter defences in the rear in one direction and penetrating to the centre of the city in the other.

3. The defences of a village may be divided into the outer defences and the inner defences. Your system of roadblocks should surround the village, and cut off all approaches to it.

By holding your roadblocks you are not only slowing up the enemy's advance, but keeping him out of the village.

In making ready these outer defences you must ask yourself the following questions:

- (a) Have we observer posts which can see and warn us of an attack from any direction in time to have the inner defences (to be described later) fully prepared?
- (b) Do our roadblocks make the village tank-proof or

have we left any entrance (perhaps through gardens or fields) open for a surprise tank attack?

- (c) Can the defenders of the outer defences send back messages without the messengers having to come under fire?
- (d) Have we a sufficient number of messengers who know the ground perfectly, so that all our outer defences can communicate rapidly with our headquarters in the village?
- (e) Have we disposed our roadblocks so that if necessary the defenders may retire back into the village without being cut off by the enemy? (This is particularly important, since the numbers of defenders will not be sufficient to risk those in the outer defences being surrounded and therefore unable to help in the inner defences, should the village itself be attacked.)

The outer or perimeter defence of a large town is designed on exactly the same principles except that the larger number of defenders makes possible more elaborate defences.

Thus the general lay-out may include: well-sited anti-tank blocks wherever main roads make it possible to trap tanks in defiles; concealed posts for covering these blocks with S.A. fire, grenades and flame throwers; more blocks and bomber posts wherever tanks may turn out of these main roads and try to force an entrance elsewhere.

4. Every village must have its carefully prepared defence plan dependent on its surroundings and the lie of its streets and buildings.

The most important feature of this plan will be the village stronghold.

In olden days this stronghold was always the most prominent building in the village and if there was no castle it was usually the church. But to-day there are new factors to be considered. A medieval church was too strong for any of the weapons of destruction that could be brought against it.

To-day one well-aimed bomb from a plane would destroy the strongest village church.

The first rule therefore in choosing the village stronghold must be to choose a place that is not a prominent target for aeroplane attack.

Here are the questions to ask yourself when selecting your village stronghold:

- (a) Can it be made inconspicuous, especially from the air?
- (b) Can it be defended from mechanized attack as from tanks and armoured cars?
- (c) Is the structure sound and as fireproof as possible?
- (d) Is it central, or at least accessible from all parts of the village and from all the village defences, both outer and inner?
- (e) Is there plenty of cover for men and vehicles approaching it and at the same time can the men defending it have a clear field of fire in case of attack?

5. The stronghold must be made to comply with all these points as far as possible and if nature is not sufficient then human ingenuity must be used to improve the site. Here are some of the ways that may be tried:

- (a) If the roof or walls are conspicuous from the air they must be camouflaged. In Finland many buildings, especially in woods, were hidden from the air by putting small fir trees on the roof, growing upright. Ropes tied from the roof to the ground at an angle of forty-five degrees and twisted with evergreen branches can be used to break the whiteness of over-conspicuous walls.
- (b) It is better to protect from possible tank attack by camouflage rather than by a special set of defensive posts for the stronghold, because the whole object is to make the place as inconspicuous as possible. The stronghold should be up a lane or small side road and

the entry to the lane should be hidden. Any special defences that have to be prepared should be more carefully hidden than usual.

- (c) A building, such as a garage, that is not usually used for a dwelling-house will be better than a residence, since it can be kept fireproof and is likely to be less conspicuous.

Whenever possible all ammunition, Molotov cocktails, supplies of paraffin, petrol and tar, etc., should be kept in a separate building which, must however, have perfect communication with the stronghold.

- (d) Every man in the village Home Guard must know exactly how to get to the stronghold at a moment's notice. This does not mean simply that he knows how to walk up to the front door and ring the bell, but that he can approach it under cover from any direction whether it is surrounded by hedges, walls or fences. Everything depends on this matter of perfect communication.

- (e) In case of a warning it may be necessary at once to cut down trees, plants, hedges, on some sides of the stronghold so as to be sure that the enemy cannot surprise it under cover.

6. There must be a carefully thought-out network of communications between the stronghold and every other part of the village defences. Of course this will include the telephone, but as it is almost certain that the telephone will be cut or destroyed very early in any serious attack, you must think out what you would do in various difficult situations, assuming that there is no telephone at all.

Here are some of the problems that you may have to face and you must know the answer to them yourself, it is no good supposing that someone else has provided for these emergencies. You will be the only person able to act for yourself and this is the time to ask how you are to act.

- (a) Suppose you are told to report at headquarters that a certain roadblock is hard-pressed and needs reinforcing. You find that the telephone is cut, but you know the way to crawl in unobserved by the enemy; how are you going to convince the guard at the stronghold that you are not the enemy yourself?

There must be a system of signs and countersigns for men approaching the stronghold.

- (b) Suppose the roads approaching the stronghold have come under the enemy's observation but that the position of the stronghold itself has not been discovered, how can messages, food, reserves be got there without the enemy seeing?
- (c) Suppose the stronghold itself is captured, but most of the village is still holding out, how will you carry out your own particular jobs in so far as these depend upon you keeping in touch with your commander? Do you know if there is an alternative stronghold prepared to which the commander will retire?

7. Most villages will be too big to be defended as a single area. If the village is divided up into several areas each one must be capable of carrying on, whatever happens elsewhere. That is, there must be a separate stronghold, a separate administrative machinery complete with stores, communications, first aid, etc., in every area and there must be no part of any area that cannot be defended from its stronghold. If necessary walls and other partitions will have to be broken down so as to make every area self-contained and easily defended from its own stronghold.

It will probably be necessary in most villages to remove the civilians from some of the areas and perhaps to concentrate them in one. In this case only sufficient food and other stores should be left in the evacuated area for the needs of the defenders and every care must be taken that stores do not fall into the enemy's hands.

Every civilian must have clear instructions as to what he or she is to do in the event of their part of the village falling into the enemy's hands. Sometimes these instructions will be to remain where they are, but if the recapture of the area is important, civilians must be told to leave when given the order and they must know exactly where to go.

8. Once the defence of a village becomes necessary you will be called upon to do things that no Briton has had to do for centuries and one thing will come very hard to you. This is demolition. Demolition means the destruction of property for the purpose of defence or of hindering the enemy. It may mean the destroying of your own home. If a house is to be set in readiness for defence this will include some or all of the following kinds of demolition:

- (a) The garden with its boundaries must be cleared of anything that will give cover to the enemy.
- (b) Most modern houses and cottages are not bullet-proof and the walls will have to be strengthened with sand-bags, or chests of drawers filled with earth. This must be done on the inside, so that the enemy will not at once see which houses have been prepared for defence.
- (c) Glass must be removed from all houses, not only those that are being prepared for defence, but from neighbouring ones. If this last precaution is not taken it will at once be obvious from the look of the windows which houses are defended.
- (d) All plaster must be removed from ceilings to prevent the obvious dangers of it falling during action. The ceilings must be made splinter-proof by spreading a layer of two feet six inches of earth on the floors of the second story.
- (e) Loopholes will be made in the walls and these should be irregularly spaced and hidden. Creepers are an excellent means of hiding loopholes.

- (f) All wood and other inflammable material must be removed whenever possible, not only from the house but from outbuildings.
- (g) Windows will usually be blocked, but if they are left muslin curtains should be hung over them. This makes a useful observation post since no one can see in from outside but an observer standing directly behind can see out. Windows left empty of glass should be wired to keep out enemy hand grenades.
- (h) Anderson shelters may come in useful for protecting a sniper armed with a rifle. But any additional weight introduced into a room must be supported by extra strutting of the floor.
- (i) In making your preparations for the defence of a building remember the following heights for the firing of a rifle or a light automatic: Standing, 4 ft. 6 in.; kneeling, 2 ft. 6 in.; lying, 12 in. A machine-gun fires over a height of 24 in.
- (j) Remember that dive bombing is likely to accompany any determined attack on a town so that there should be slit trenches in the gardens of defended buildings for retreat in case of necessity.

9. You must be sure that you know the details affecting the supply of all necessities in the village. The particularly important supplies are as follows:

- (a) **The Water Supply.** If the enemy destroy the waterworks, that will be the end of the defence of your village unless special care has been taken to protect the water supply.

What wells of good water are there in the village?

In case the water becomes contaminated is there someone competent to chlorinate it, and are there the necessary supplies of chemicals? It may not be possible to boil water.

Have the villagers been told to draw off a supply of water in tubs, baths, pails, etc.?

Has special care been taken to provide an emergency supply of water for fire-fighting?

- (b) **Food supplies.** There must be a system of food supply for all men who may be detained at their posts. Have you received instructions as to what iron rations you are to carry with you to your barricade or observation post? If your wife and family have to leave their own house where are they to apply for food?

What steps are to be taken to prevent the grocer, the baker and the other food stores falling into the hands of the enemy? Have all shops with reserve food stores received instructions as to how and when to remove the food or to burn it?

- (c) **Petrol supplies.** These must be guarded and every care taken to prevent the enemy obtaining one pint of the precious liquid. Exact instructions must be given to all owners of pumps as to what they are to do. As much as possible of the petrol must be removed for the making of Molotov cocktails and the rest must be chemically treated so that any enemy vehicle using it will have its engine ruined.

10. Not only must you learn to defend your village by these orthodox means, you must use your ingenuity to make it so unpleasant for the enemy should he succeed in entering your village that he will make every haste to get out again. To do this you will rely on his being suspicious of every object that he meets and on his being certain that he is very unpopular with all the inhabitants who will therefore do all they can to frighten, injure and inconvenience him.

There are certain things that according to the laws of civilized war you must not do. You must not poison water or food (though you may render the latter unfit for human

consumption). You must not shoot at the enemy in civilian clothes. You must not give him false information though you may refuse to answer any questions.

But there are plenty of things that you may do and we may consider some of them under the general heading of

Booby-traps.

You can use various domestic objects to cause explosions if the enemy try to use them. Suitable traps of this sort include doorhandles, window-sashes, lavatory plugs and light switches.

These can be supplemented by baiting objects that he is likely to be tempted to handle. Thus the Nazi is a fanatical admirer of Hitler and is likely to waste time destroying any rude caricature of Hitler that may be prominently displayed on your mantelpiece. He is also an inveterate souvenir hunter and will take a fancy to all sorts of knickknacks. All such objects can be attached to electric cables, explosives, etc., and even if they merely go off with a bang they will increase the general feeling of insecurity.

All villages and towns have a large number of manholes, area gratings, etc., for coal, hydrants, gas, drains. These should all be left open and unprotected so that an advance down the village street, especially at night, will be precarious. The enemy will have to use lights and that will make a better target of him.

With booby-traps the greatest care must be taken to warn the civilian population of their presence. A careful map should be prepared by the squad responsible for them, so that there shall be no unpleasant accidents when the civilians reoccupy their houses and streets. Civilians will have to observe a strict curfew and not go out in the dark without a guide.

The military who will arrive to relieve any village that is seriously attacked must also be warned of any booby-traps.

The placing of booby-traps must be treated as seriously

and methodically as any other art of war and must only be carried out in full co-operation with the military and police authorities. The attention of the enemy should be distracted by as many false clues to your defence as possible. Here are some suggestions:

- (a) Houses on the outskirts should look as if they were strongly defended when in fact they are empty. It is especially valuable to arrange these displays in such a way that if the enemy tries to attack the booby-trap he comes under serious fire from elsewhere.
- (b) All sorts of false trenches and earthworks can be left conspicuously where no defence is contemplated. These will waste much material when spotted by dive-bombers, as well as waste the time of the enemy approaching on land. It is, of course, not necessary that such works should be really constructed. What is needed is that they should seem so to the enemy.
- (c) The enemy will have been made increasingly nervous and distrustful by his experiences on his way to your village and any unwonted display or curious behaviour will make him pause to take notice. Thus large quantities of washing will convince him of the presence of a strong garrison; a surprising display of flags will suggest to him that signalling is going on that will do him no good.
- (d) Smoke has many uses. An enemy trying to attack an unknown village at night can be misled as to the lie of the streets and persuaded to take whatever path the defence desires by filling the village streets with smoke screens under the cover of which dummy walls and hedges can be thrown across some streets while others leading to ambushes and other unpleasant surprises are left open.
- (e) Anything unusual left in the village streets will have to be investigated. A soup-plate can be made to look

exactly like a mine, and it will be very useful to hold up the enemy while he is under your fire by leaving a few dozen soup-plates for him to examine. Naturally there will have to be mines left at other places or he will soon ignore the plates. Buckets, dustbins, barrows, etc., may or may not conceal danger and will waste his time.

- (f) Lights and noises are both alarming to a cautious enemy and can be cleverly used to make his advance through the village less pleasant. A stone flung on corrugated iron, a loudspeaker blaring, a policeman's rattle, even a loud laugh have their uses. This is a war of nerves. Fight it as such. The nearest you may have got to booby-traps may have been in a Hall of Mirth at Blackpool; don't be afraid to use your imagination.

11. Street fighting is perhaps the most exciting type of warfare and certainly gives every scope for the imagination. Everybody is in the dark as to what is going on round about him and nothing will be easier for you than to worry and upset the enemy if you go about it the right way. Here are some points to remember.

- (a) The enemy will find great difficulty in keeping contact and finding his way. He will probably therefore rely on chalkmarks at street corners to tell his men which way the attack is proceeding. It will be a good plan to forestall him and to send out all the village boys to draw arrows and other signs at street corners before he arrives. Directly his special marks are known they should be imitated. You will, perhaps, need to use chalk yourself in the defence and in this case special colours should be used for the genuine marks, while false marks can be made in other colours and in such a way that the enemy may be misled.
- (b) The less the enemy knows of your whereabouts, your

numbers, your plans, the better. Everyone, whether a Home Guard or a civilian, must keep under cover until he has a job to do. Nothing is more alarming to an advancing enemy than empty streets and silence which is only broken at the right time by shots from the right quarter.

- (e) Remember that the enemy will almost certainly begin his attack with dive-bombers and other forms of aerial attack. This will come before there is any advance into the streets, since directly there is street fighting the enemy's bombers become useless as they will kill his men as well as yours. You must therefore have cover from planes and you must have a fire-fighting corps in readiness. In case of machine-gunning from the air everyone must be out of the top floors of houses. As the enemy will probably machine-gun fire-fighters and other A.R.P. workers it is as well to remember that it is exceedingly hard to be hit from such fire. Its bark is a good deal worse than its bite.
- (d) It will be likely that the enemy will use his planes for signalling purposes, and if he is using light signals from the ground every effort should be taken to confuse him by flashing fake signals. In Finland the Finns succeeded in obtaining food and munitions from Russian planes trying to relieve isolated bodies of their own troops by learning the signals.
- (e) An attacking force which has been carefully trained in the tactics of street fighting will have been told to expect the houses on its right-hand side of the street to be more heavily defended than those on the left. The reason for this is that in the normal firing position the defenders will have more of their bodies covered as they fire from the windows on this side of the street. The obvious retort from the defenders point of view will be to learn how to fire from the left shoulder as well as from the right.

This is only one example of the general rule always to learn to do things in the way the enemy will last expect you to do them.

- (f) The most dangerous moment for the attacking force in village and street fighting is when it is trying to force an entrance through the front door of a well-defended house. Seventy-five per cent of all casualties take place then. A barricaded door can only be opened by the use of explosives, and troops are now instructed to carry forward the necessary explosives for this purpose, to light the fuse and retire until after the explosion. Whenever possible this should be prevented by sandbagging the explosive from a window above the door.
- (g) Although the use of high buildings for strongholds is no longer wise owing to aircraft, it should be remembered that the enemy may try to use such buildings to provide covering fire for their attack. Any building from whose roof the rest of the village is threatened should be secured from the enemy or if necessary rendered useless by demolition. It is necessary for you to see that houses or streets necessary for the village defence plans are not likely to come under fire from such a building, and this can sometimes be avoided by "blanketing." The hanging of blankets, sheets or sacks across the street can prevent the enemy from seeing your position, so that although he can still fire through the screen he cannot take aim.

12. Counter-attack in Street Fighting. On no account make the mistake of supposing that the defence of a town or village can be successful if you are content with holding on to buildings. The enemy is in the dark about every step he takes; you know all the streets, paths and passages of your own home town.

Once the enemy has got a foothold in your town you will

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usually only move against him at night. In order to be successful in this you must have studied beforehand (that is NOW):

- (a) Suitable buildings and posts for observation and sniping.
- (b) The lay-out of sewers, cellars, roofs, etc.
- (c) Where to obtain necessary implements and materials.
- (d) The proper methods of moving silent and unseen against expected opposition.

Here are some useful hints for this work:

1. In moving up a street a section of one leader and seven men is suitable. Five should advance up the left side covering windows and doors opposite, in front and behind, the other three on the right side also covering windows and doors on the opposite, i.e. left, side of the street.

2. If you have to cross a street under fire make certain that the door into which you want to get is open to you. Shoot into the lock or use a grenade, unless you know it is in friendly hands. Use smoke bombs* or A.W. bombs to screen your rush. Move one at a time at irregular intervals, and if a machine-gun covers the street wait for the moment when the belt has to be changed.

3. In searching a house try to get in at the roof and search from top to ground. Never use stairs if you can help it but holes in the floor. Send down a hand grenade first. If you enter from the ground search that floor first, then the basement and cellars and then go upstairs. Use smoke if you can. Any man searching, especially on stairs, must be covered. Beware booby traps, especially on doors.

4. In all such work short-range weapons are best. The shot-gun is better than a rifle and the Tommy-gun best of all. In entering a room let your weapon enter first. Don't stand opposite the door when you are knocking it in or opening it. Always go round corners if you can.

* Smoke bombs will not be in large supply for some time, and tactical training for the present should not place too much reliance on them.

SECTION X

ANTI-TANK

1. **The German Tank.** You must be prepared to face up to an enemy tank, and to destroy it. This may sound an impossible, or at any rate very dangerous, task; and you are bound to be somewhat nervous at the prospect. That is exactly what the Nazis want you to be.

You must realize that the tank is a weapon of terror, that its bark is worse than its bite, that it is meant to frighten; but that it need not frighten anyone who knows how easily it can be dealt with.

2. **Its Weak Points.** The weak points of the German tank are six in number.

- (a) **Its Blindness.** The only view obtainable is through the driver's slit, the gunner's slit, and the commander's slit, all of which are very cramped, or the periscope, which can be smashed with small arms fire.

It cannot see anything above itself; therefore the tank in a sunken road cannot see men standing on the top of the banks as it passes them.

It cannot see the ground anywhere within fifteen feet of itself. Therefore a man concealed in a man-hole is invisible for a short time before until a short time after the tank passes over him.

In order to increase visibility tanks often move with the lid open. The first thing for you to do when you see a tank approach is, therefore, to observe whether the lid is open or shut: if open you can

immediately force the tank crew to close their lid, by a few rounds of rifle fire.

- (b) **Field of Fire.** The tank's guns cannot be lowered to shoot anything on ground level within twenty feet of the tank, and they cannot be raised more than twenty-five degrees upwards. A man standing on a high bank, or in the first-floor windows of houses, is absolutely safe, therefore, as the tank passes. A man concealed in a deep slit trench is absolutely safe from tank fire, unless the trench has been dug parallel to the direction in which the tank must move.

Thus, such a trench dug by the side of the road at a sharp corner offers an opportunity of attacking the tank with complete freedom from any danger. Tanks' gun-turrets revolve very slowly, and their weapons defend the vehicle from attack only along their immediate line of sight. Attack, therefore, from several points at once, must find gaps in the tank's defence.

- (c) **The Tracks.** The tank is only useful so long as it can move; and it can only move so long as the tracks work. The tracks are very easily broken, and for this reason anti-tank attacks should usually be concentrated on breaking the tracks.
- (d) **Inside the Tank.** The living conditions inside the tank are cramped, very hot, and therefore very exhausting. No tank crew can remain for more than a few hours inside a closed tank. If the tank crew has been in action, it must sooner or later obtain rest outside the tank. If tanks can be kept under observation long hours at a time wherever they go, there is bound to come a time when the crew have to come out; and then they are very easily destroyed.

- (e) **Petrol.** The tank is, of course, entirely dependent upon its petrol supplies. These are often brought with it in petrol lorries, which can be easily set on fire with proper ammunition, especially with tracer bullets, because they are inflammable.

The tank must be prevented at all costs from any chance of refuelling by the wayside. You should know of any source of petrol existing in your locality, and should be ready to destroy it immediately in case of emergency.

- (f) **Night.** Darkness is the greatest ally of the tank hunter. As night approaches tank crews seek harbours where they may lie up and rest. This is the opportunity for stalking, sniping, and attacking with grenades and incendiary bombs.

3. **Methods of Destruction.** In dealing with a tank the first step is to arrest its progress, usually by road-blocks; but this is not an end in itself. The tank is slowed up in order that it can be effectively dealt with and destroyed.

The normal way of destroying a tank is with an anti-tank gun, or by some sort of tank trap; but experience in Spain and Finland has suggested many other ways of destroying tanks, which are just as effective, and do not need armament which may not be found at the right spot at the right time. These methods can be listed as follows:

- (a) **Blowing Up.** Methods of blowing up a tank as a whole. This will be done by the army, using large land mines placed in position beforehand in the roads; but, when Army units are lacking, mines can be operated by the Home Guard. The burying of mines and their concealment is an exact art and should be carefully studied in Military Training Pamphlet 40.

In Finland the Finnish soldiers dug holes in the

snow on each side of the road, concealed themselves wearing white cloaks, having attached a small mine to a piece of string. When the tank had approached so near that they were out of sight and gunshot, that is to say within fifteen feet, they stood up in their holes; and, by pulling the string in one direction and then in another, manœuvred the mine underneath the tank track.

The making of unauthorized mines and weapons by the Home Guard is forbidden.

N.B. Home Guards using this method must be very careful to provide cover for themselves at the moment of explosion. They must crouch back in their holes, and it will be advisable for them to have tin hats. Moreover, they must remember with this method and with all others, that the destruction of the tank or its immobilization is only the first part of their job. Directly this has been done, they must be prepared to deal with the crew.

- (b) **Blowing Up Tracks.** The above method can, provided the mine is big enough, be used against the whole tank as well as against one of its tracks; but it is possible to concentrate on blowing up the track alone by means of sticks of dynamite. This was the method favoured by Spanish militiamen, especially Asturian miners, who lit fast-burning fuses with their cigars, and threw them in as the tank track came opposite them.

It is as well for only one Home Guard at a time to attempt this method, unless good cover and a clear aim can be had by more than one person.

- (c) **Use of Fire.** Destroying the track by fire. Russian tanks contain a good deal of rubber on their tracks: German tanks contain less; but the Molotov Cocktail

can be used with success to vulcanise whatever rubber there is on the tank track, and thereby throw it out of action. The proper way of making the Molotov Cocktail is to mix a large quantity of petrol, paraffin and tar together, one part of the first two being mixed with two parts of the third, and then pouring it into any convenient bottle. It is often recommended that nicks should be made in the glass of the bottle to facilitate breaking it. There are various ways of setting a Molotov Cocktail alight.

- (i) A fuse can be inserted into the cork and lit before throwing.
- (ii) A piece of rag, dipped in paraffin, can be tightly tied round the bottle and set well alight before throwing. When the bottle breaks the flame will be sufficient to ignite the contents also.
- (iii) Inflammable material, such as dry grass soaked in paraffin, can be stacked on the road, and the Molotov Cocktail bottle, without a cork, thrown into this lighted material at the appropriate moment. This method is more suitable when the Molotov Cocktail is to be used for the next anti-tank method.
- (d) **Use of Smoke.** Smoking out the crew. The Molotov Cocktail can be used against the crew as well as against the track. If the tank has been properly stopped, a large number of Molotov Cocktails can be thrown round it to cause a large amount of smoke and flame. If the fire is continued sufficiently long, the tank crew will be forced out by the heat and the fumes. Care should be taken if there is a high wind to avoid your being suffocated by your own Molotov Cocktails, or blinded by the smoke, so that you are unable to fire at the tank crew when they raise the lid. Unless such care is taken the tank crew will be able to raise

the lid from behind a smoke screen, and attack you with hand grenades.

- (e) The Molotov Cocktail can also be used against the vents of the tank. All tanks are deficient in air supply. There is scarcely enough for the crew to breathe, and far too little for the engine. Tanks, therefore, present vent holes through which air is sucked into the engines. If the Molotov Cocktail is aimed at the vent, a mixture of tar and paraffin, whether ignited or not, will be sucked in, and will choke the engine and put it out of action.

Although the Molotov Cocktail was largely used in Finland against the tracks of the tank, the best way to use it is almost always to explode it on the top of the tank, so as to permit the burning fluid to spread over the top, and to foul the vents and the observation and gun-slits.

Whenever possible, therefore, the Molotov Cocktail throwers should be stationed on a bank above the level of the tank. If no banks exist at suitable points, a platform can be constructed behind a high hedge, and a foot below the hedge's top. The throwers can lie concealed on this platform until the tank has been stopped opposite them by the road obstruction, when they can stand up and throw their Cocktails. Such platforms must not be visible to the enemy as he approaches along the road. If it is impossible to throw the cocktails from above, they should be lobbed on to the tank with an underhand throw.

- (f) In a village street, or at a suitable position with trees on both sides of a road it is possible to suspend blankets thoroughly soaked in paraffin in such a way that, just as the tank is about to pass them, they can be ignited and dropped so as to cover the whole tank. This blinds and suffocates the tank crew, and

before the blanket has burned out masses of inflammable material can be piled on to the place. For this purpose a supply of dead bracken or branches may be kept by the side of the road, and hayforks to pitch them at the tank. As the object is to suffocate and deprive the crew of sight, this material should be flung on top of the tank and over the side slits.

Where it is possible to arrange to obstruct a tank in a village street and to attack it by this method, a barrel of tar, mixed with paraffin, should be kept in a first-floor room, and once the blanket or other material has become well ignited, this should be poured on to the flames, part of it being kept back for use at the moment when the crew open the lid. Great care should be taken to have fire-fighting apparatus handy, in case the flames spread from the tank and the street to the adjoining houses.

- In a narrow road tanks cannot turn. The inflammable material must not be lit until the tank is actually splashing into the trough. Once more great care must be taken, if there is wind, to prevent this method from putting the Home Guard into a difficult position.
- (g) **Blowing up the Road.** The track can be stripped by pushing a rail or stout pole with an explosive tied to the end into the track from a ditch by the side of a road, or from a street door. This method is particularly suitable in bad, rainy weather, when fire and fumes are difficult to keep going. Once again, the Home Guard must not get more than a few inches above road level.

Note. I have retained the name Molotov Cocktail in this section although the original Molotov has been superseded by the A.W. or S.I.P. bomb. The only difference between these and the Molotov is that they do not require any fuse to be lit and are therefore far more simple to use. They are excellent for setting a road on fire to smoke out a tank crew when the tank has already been stopped by other means.

EXERCISES

1. It will help people to realize how easy it is to destroy a tank, if they can get some idea of the difficulties to which a tank crew is exposed. For this purpose the construction of something resembling a tank in certain particulars will be of great value. The points to emphasize are the difficulty of seeing, the difficulty of firing, and the difficulty of getting out.

A light framework of wood can be fitted to a small car, and covered with sacking or canvas to form an object of approximately the shape and dimensions of a small German tank.

When this has been placed in position over the car, slits should be made at the proper position, and of the proper sizes. The turret should be made to revolve and open.

Before use the dummy tank should be tested, to make sure that the crew are unable to see anything at ground level through their slits within twenty feet, and there should be short rods fixed opposite the gun slits, able to be deflected or elevated only within the limits stated above as possible for tank guns.

The dummy tank should be driven to each strong point and road obstruction in turn; and after it has been checked that the crew are unable to see or to "fire," except within the limits stated for a real tank, each member of the Section in turn should play the part of tank crew, while the other members of the Section take up various positions in the road, on the banks by the side, etc., etc.; the tank crew shout out every time a position is taken up enabling them to fire at or to see the attackers.

In this way members of the Section will

- (a) Realize the difficulties of the tank crew;
- (b) Learn exactly where they will be safe from an invading tank at each of the obstructions which they may have to defend.

When the tank crew changes over it should wait until all the other members of the Section have taken up their defence positions and then see if it can get out through the lid without being destroyed. The only hope for the tank crew will be to disperse its opponents with hand grenades and, if they have taken up their positions correctly, the hand grenade will have to be thrown against an invisible enemy, behind cover.

Since the tank crew can throw hand grenades, all the members of the Section who are detailed for close hand-fighting should take cover immediately the lid begins to open, and leave it to the rifle fire at a distance to dispose of the emerging crew.

2. The dummy tank can also be used for practise in throwing the various anti-tank weapons detailed above. Particular care should be taken to practise throwing containers filled with water on the top of the dummy tank, so as to observe the best way of dispersing the liquid in order to foul the observation and gun slits and the vents.

3. Although for practise in throwing blank weapons are satisfactory, there must be practise in the actual use of explosives and fire weapons. These exercises should take place with the co-operation of the local military experts.

SECTION XI

NIGHT TRAINING

The contents of this Section have been transferred to the *Fieldcraft Manual*.

SECTION XII

ANTI-AIRCRAFT

1. It is not part of your duty as a Home Guard to deal with enemy bombers; but as bombing will almost certainly accompany any invasion there are certain things for which you should prepare yourself and particularly you should know how to act if you find yourself attacked by dive-bombers.

In common with other troops whose primary role is not anti-aircraft defence the Home Guard will be taught to act on the simple rule: "Aim at and swing with any aircraft within range which is not recognised as friendly and fire only when a hostile act is committed, or hostile markings are recognised."

2. **Dive-bombing is a Terror Weapon.** Those who have had to face it in Flanders or Finland or Spain, will tell you that nothing is more frightening than the roar of a plane coming straight at you from the sky. They will also tell you that it is remarkable how few casualties are inflicted by dive-bombers, and how even infantrymen armed with nothing but their ordinary weapons can fight back. Provided the following rules are followed out the danger from dive-bombing and from low-flying aircraft is reduced to the minimum;

- (a) Remember to obey strictly the rules about concealing yourself from low-flying planes. Do not move if you are under observation, do not look up at the plane, make the best use of shadow, be careful not to bunch together in large groups, wear nothing which may give you away by flashing in the sun, camouflage your earthworks, etc., and be sure that you do not leave too many tracks around your observation spot or strong point.

- (b) If a low-flying bomber which you have been observing lets fly a bomb you will almost certainly have plenty of time to fall on your face. Always try to lie lower than the ground level. If you are being machine-gunned you will be safest standing up.
 - (c) If a dive-bomber attacks you, the chances of its scoring a direct hit are very small indeed and you will be far safer staying where you are than if you run. Always try to have enough cover to protect you from fragments and from blast. Remember that the enemy's object is probably to force you to give ground and that by sticking it out you defeat the enemy's plans.
 - (d) It is not enough to stop where you are and do nothing if there is any chance of your being able to hit back at the bomber. This can be done with a great chance of success if the proper rules about firing are kept.
3. It is useless to try and hit a plane flying at more than two thousand feet.

It is useless for individuals to shoot off their rifles on their own. All firing must be done by small groups firing together under the control of a leader.

Sights must be set at five hundred yards.

The time that the plane will be in range is very small indeed and every care must be taken that there is no firing before or after this brief period.

4. The following are the words of command that will be given by the group commander;

- (a) **Aircraft Action.** Adopt standing load position with rifle as vertical as possible, and load, leaving safety-catch forward.
- (b) **Aircraft Front (Right, Left, About).** Turn in direction ordered, keeping rifle up. Bring rifle to aiming position, finger on trigger; take first pressure, aim and begin to swing.
- (c) **Rapid Fire.** Open fire until "stop" is given.



FIG. 14.

5. If the plane is crossing you from one side to the other you must aim twelve degrees ahead of it. This is roughly the distance between your outermost two fingers stretched apart, seen with your arm stretched out. This will give you a distance of sixty-four yards ahead of a plane crossing you three hundred yards ahead.

You must practise finding your range with your fingers in this way against a clear sky and against clouds until it becomes instinctive.

When aiming at a crossing plane you will swing your rifle along the line of its flight until you reach the correct point ahead of it and then you will press the trigger, at the same time continuing your swing as before.

You will not fire at a plane unless your rifle, when aimed at it, makes an angle with the flat ground of more than twenty-five degrees. You must practise estimating this angle until you know instinctively at what angle your rifle points when aiming at a plane.

6. If the plane is attacking you your aim will depend upon whether you can see the top or the belly of the advancing plane.

If you see the top you must aim below the plane so that it dives into the cone of fire you and your companions will produce.

If you see the belly you must aim above the plane so that it mounts into the cone of fire.

In either case the object will be to put the whole cone of fire into the pathway that the plane must take.

7. Dive-bombers can be seen carrying out several steps in their manœuvres before the time comes to fire at them.

(a) When you first observe them they may be flying at ten or twelve thousand feet, circling round and round over their target.

(b) Next individual dive-bombers "peel off" into their spiral dives.

(c) The dive-bomber gets down to seven thousand five hundred feet still in a spiral dive.

(d) He continues until perhaps five to four thousand feet when he begins his straight dive. At this point you will be tempted to fire, especially if he seems to be coming right at you; but you must wait.

(e) His straight dive continues to two thousand five hundred feet, and on to one thousand feet, and during this interval you must fire. It is a matter of not much more than two seconds, so that you must judge carefully.

(f) At one thousand feet to three hundred feet the bomber pulls out of his dive and you have still a chance of hitting him. It is during the last three seconds that you will be certain that he is going to hit you unless you have something to do. The probability is that he will not be going to drop his bomb within a hundred feet of you, but if you are busy stopping him you will not be worrying. That is another good reason why soldiers trained to hit back at dive-bombers always keep their morale best and always suffer fewer casualties. The danger is to cut and run.

PARACHUTISTS

8. You are not likely to mistake German parachute troops. Their tactics are quite different from those of a German or British pilot baling out by means of a parachute.

They drop from very low altitudes so as to be able to choose their landing place accurately. Often they jump from three hundred feet. They jump in groups so as to secure that they land close together and with their equipment. A plane carries up to 30 parachutists and 12 drop in ten seconds.

The parachutists uniform is:

1. High boots laced at the side with heavy rubber soles.

2. Loose trousers of Air Force grey falling over the top of their boots.
3. Grey tunics with brown or yellow piping on the collar. Piped shoulder-straps, pockets with buttoned flaps.
4. Over these grey-green gabardine overalls, fastened in front with a zipper. On right breast embroidered white badge of a flying eagle holding swastika.
5. Gauntlet gloves.
6. Steel helmet with flat rim in front or behind and two straps, one behind, one in front of ears.
7. Belt with revolver, two haversacks, water bottle, gas-mask.

The parachutists equipment is dropped separately except that he has his revolver with him and one man in five has a *machine pistol with maximum range of 200 yards.*

Other lethal weapons likely to be carried include two *egg-shaped grenades in the trouser pockets* and a *spring knife.*

The equipment in the separate containers may include rifle, stick grenades, anti-tank rifles, machine-guns and explosives.

9. **How to deal with the Parachutist.** If possible deal with him at the moment he alights and before he has got himself free of his parachute and harness. He is not a very formidable enemy for the first half minute, but once he has got his full equipment he must be very carefully approached. If possible shoot at the containers before he can get them, or better still capture the containers and use their weapons against the other parachutists or the transport plane troops likely to follow. Every member of the Home Guard should know how to use the weapons listed above in case they fall into his hands.

If you cannot deal with parachutists immediately, the most important duty is to keep them in sight without you yourself being seen and to send accurate messages to your headquarters or to the nearest military unit. Say how

many, exactly where and in what direction they are moving (see Section IV on Observation and Messages).

10. **Airmen Baling-out.** On no account fire at individual airmen baling out of damaged planes, whether our own, allied or enemy. Approach carefully and challenge. Your sector will have exact instructions how to distinguish friendly airmen. See that you know them by heart. Remember that allied airmen, Polish, Czech or Free French, may not speak English well.

11. **Care of Damaged Planes.** Keep guard over damaged planes, our own or enemy, until the military or R.A.F. take over. It is forbidden to take parts as souvenirs, nor should you let anyone else do so. Do not accept or *take weapons or equipment from prisoners.*

12. Although experts are often mistaken about bombers, *it is worth while for you to be able to distinguish the main types of Allied as well as enemy planes, especially now that American planes are based on the British Isles.* For reasons of space the identification silhouettes have been dropped from this Manual, as they are supplied to most units. Concentrate on knowing the principal British, American and German types, especially the German Ju. 52 troop carrier and Ju. 87. For units who are principally A.A. the special training films are available. See Inst. 41 and 47.

SECTION XIII

GAS AND THE HOME GUARD

1. **Gas May be Used in an Invasion.** Since it has now been established that Nazi units training for invasion purposes are experimenting with gas, the Home Guard must be prepared to deal with this weapon.

It should be realized that the fear of gas is almost more dangerous than gas itself. Gas is a difficult weapon to handle and may turn against those who use it. It has very limited uses. Provided you know how to deal with it and are careful, it need not be dangerous. You are no more likely to be splashed with gas, even if it is used, than to suffer a direct hit from an H.E. bomb.

2. **Anti-Gas Equipment.** (1) The Home Guard is equipped with the service respirator capable of giving protection for a reasonable period against likely concentrations of all the known war gases.

(2) Anti-gas No. 2 ointment applied at once and rubbed into the skin for at least half a minute protects against blister gas.

(3) Gas detectors of various sorts are provided.

The proper use of the protective equipment must be learned and anti-gas lectures arranged for all members of the Home Guard.

(4) Cotton waste, to remove liquid gas before applying ointment.

(5) Anti-gas capes made of oiled fabric designed to give protection against aircraft spray. These are capable of preventing liquid gas penetrating for at least $1\frac{1}{2}$ to 2 hours, after which they will have to be removed and de-contaminated. These capes can be carried in two different positions:

(i) The "worn" position. The cape is worn over all equipment, including respirator. It is held in

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position by passing the two tapes from the back over the shoulder and through the "Ds" on the respirator haversack, crossing them on the back and fastening them in front by tying a bow. The arms should be through the sleeves and the buttons done up.

(ii) The "rolled" position. The cape is carried rolled on the shoulder. This position is suitable for marching or during movement in mobile operations. Capes which have been contaminated should not be rolled.

It is the duty of Commanders to decide in which of these two positions men are to carry their capes for any particular job, and they will be guided by their military and gas knowledge, and their commonsense.

(6) **Anti-dimming Outfit.** Anti-dimming compound must be applied to the insides of the eye-pieces so as to prevent the moisture interfering with the vision. The exact method of using this compound is an important part of respirator drill and must be carried out by all members of the Home Guard. In brief, the method is as follows:

Clean eye-piece with cloth provided.

Apply compound evenly with finger. If it is too stiff to spread evenly breathe on the eye-piece to moisten it.

Spread slightly over the eye-piece with a cloth.

Do not polish.

Breathe on the eye-piece until it comes clear.

Naturally this will be done before going into any engagement when gas may be used.

3. Types of Gas Likely to be Used.

1. **Blister gas**, either liquid or vapour. This is the worst sort of gas because its effects are lasting. It affects eyes, nose, throat and lungs and also the skin of the whole body. The respirator guards the eyes, nose and lungs, but decontamination must be carried out for the rest of the body. Anything that has touched the gas must be treated.

The gas is only really dangerous if you have to stop in a strong concentration for a long time. Even then proper treatment is perfectly satisfactory. This is the proper treatment:

- C. Cotton waste To remove liquid from skin.
- O. Ointment. Rub well into *all* exposed skin for not less than half a minute.
- E. Eyeshields. If contaminated prepare fresh one, then exchange for old one.
- C. Clothing. If soaked, remove altogether, otherwise cut out contaminated portion.
- O. Ointment. Rub ointment into hands to finish off.

If weapons have been in contact with liquid blister gas:

1. Wipe over metal work with a rag soaked in petrol, which must then be burned, or, using ointment on the hands, swab off the liquid with grass, etc., smear with ointment and swab this off after ten minutes, then re-oil.
2. Apply ointment to woodwork.
2. Choking, tear and nose gases: These do not have lasting effects and the respirator offers complete protection against them.

4. Contamination of Ground: Following aircraft attack using gas spray or bomb, certain areas may become heavily contaminated with blister gas. If you find such an area you must reconnoitre it with detectors so as to have it closed to traffic. Sentries will be posted to point out deviations. If you have become contaminated you must carry out your own decontamination and you must pay particular attention to your feet, wiping them in bleaching powder, which will be provided for the purpose.

5. It is essential that every member of the Home Guard shall have had full training in anti-gas defence warfare.

A Home Guard Instruction No. 43 has been issued by the

War Office. This can be obtained by every Home Guard Officer down to and including Section Commanders. It gives very full information as to respirator drill and the lessons and training that every Home Guard must have. No Home Guard unit can be regarded as prepared until these lessons have been taught to every man.

Not only should every Home Guard know how to care and clean his service respirator, but he should also know the routine of anti-dimming, the nature of the gases likely to be employed, the different gas detectors and how to use them, the action to be taken on hearing the gas rattle warning or the verbal warning "Spray," personal de-contamination and the gas duties of a sentry.

Opportunity should be taken to obtain help and instruction from the A.R.P. Services or neighbouring military units who have been trained in anti-gas measures.

The onus of protecting himself from or against gas in the field lies on the individual.

EXERCISES AND TESTS.

Exercises should be carried out regularly. Tests: Standard of tests is laid down in Instruction Leaflet 43, and should be made for each Home Guard yearly during the individual training season.

APPENDIX "A"—CHARACTERISTICS

WAR GASES: PERSISTENT (P)—slowly evaporating liquid.
NON-PERSISTENT (NP)—Gaseous cloud,

Gas	Type	How Detected	Effects on Body
CHOKING GASES Phosgene	NP	Smell of musty hay.	Coughing, choking or difficulty in breathing. Cough may cease temporarily but symptoms may recur up to 24 hours (delayed action).
Chlorine	NP	Yellow-greenish colour. Smells like bleach or chloride of lime.	Violent coughing. Choking and difficulty in breathing.
NOSE GASES	NP	By effects produced in body in 3 to 5 minutes. Generally appear as a thin cloud. If used as part filling of H.E. bombs or shells a noticeable dust is produced.	Pain in chest and throat; aching teeth and head. Feeling of influenza and depression. Vomiting may occur.
TEAR GASES	P & NP	By effects in eyes produced immediately.	Stinging pain in the eyes with immediate flow of tears. Does not injure the eyes.
BLISTER GASES Mustard Gas	P	Yellow or brown, oily liquid, which gives off an invisible vapour; smells like garlic or onions. Detectors turn RED when in contact with the liquid.	Liquid { Eyes: Redness often followed by permanent blindness. Skin: No immediate effect. Redness and irritation after about 2 hours, followed by blisters in 8 to 12 hours.

OF GASES AND FIRST AID

ACTION TO BE TAKEN AND FIRST AID
disperses quickly.

Gas	Immediate Action	First Aid
CHOKING GASES Phosgene	Put on respirator.	<ol style="list-style-type: none"> 1. Adjust respirator, or, if lost, put wet cloth over face. 2. Make casualty a stretcher case—give warm, sweet tea and keep warm. 3. No alcohol. No smoking. No artificial respiration. 4. Transfer to nearest medical post.
Chlorine		
NOSE GASES	Put on respirator.	<ol style="list-style-type: none"> 1. Adjust respirator. 2. Alcohol may be given. 3. Do NOT evacuate to medical services. Recovery in one to two hours. <p>NOTE.—After respirator has been put on, symptoms tend to become worse, but respirator MUST be kept on.</p> <p>Douche for nose and tear gases, if situation permits; one teaspoonful bi-carbonate of soda or salt in 1 pint of water. Draw douche up nostrils.</p>
TEAR GASES	Put on respirator.	<ol style="list-style-type: none"> 1. Adjust respirator. 2. Do NOT evacuate to medical services. 3. Douche eyes.
BLISTER GASES Mustard Gas	SPRAY AND LIQUID. Eye-shields should always be worn in the open when gas spray is suspected during or after an air raid.	LIQUID Eyes: Wash out for 10 minutes with plenty of water and evacuate to medical services. Skin: Swab off liquid and apply ointment No. 2 or bleach paste.

WAR GASES PERSISTENT (P)—slowly evaporating liquid:

NON-PERSISTENT (NP)—Gaseous cloud,

Gas	Type	How Detected	Effects on Body
BLISTER GASES Mustard Gas			Vapour { Eyes: Pain, redness and <i>temporary</i> blindness. Lungs: Hoarseness and coughing. Skin: No immediate effect. Redness and irritation followed by blisters in 12 to 24 hours.
Lewisite	P	Oily liquid, pale yellow or colourless. Gives off invisible vapour which smells like geraniums, and irritates the nose. Detectors react as for mustard gas.	Liquid { Eyes: Intolerable pain, probable <i>permanent</i> blindness. Skin: Immediate stinging pain. Redness, followed by blisters after 1 hour. Vapour { Like mustard gas, but not insidious.
ARTHUR OR ARSINE	P & NP	May be either a grey powder or an invisible gas. The grey powder in contact with moisture gives off an invisible gas. The gas turns detector paper Type A from WHITE to a YELLOW or BROWN colour.	No immediate effects. Mild cases, first symptoms are headache, fatigue, pallor and later slight jaundice. For severe cases, vomiting and shivering, and later passing of blood in the urine.

ACTION TO BE TAKEN AND FIRST AID

disperses quickly.

Gas	Immediate Action	First Aid
BLISTER GASES Mustard Gas	Skin: Swab off with cotton waste and apply ointment No. 2 at once. Clothes: Large drops—remove all outer clothing as soon as practicable. For a few small drops—no action necessary.	Blister— <i>Mustard</i> : Cover with sterilized dressing. Do NOT prick. Blister— <i>Lewisite</i> : Prick with sterilized needle or pin, squeeze out liquid and cover with sterilized dressing.
Lewisite	VAPOUR Put on respirator facepiece and move out of affected area if possible.	VAPOUR Eyes and Lungs: Immediate evacuation to medical services. Skin: Wash with soap and water and change clothing where possible. Do NOT use ointment No. 2 or bleach if the skin has started to redden.
ARTHUR OR ARSINE	Put on respirator.	1. Adjust respirator. 2. Make casualty a stretcher case, give plenty of fluids and keep warm. 3. Transfer to nearest medical post as soon as possible.

SECTION XIV

DISCIPLINE AND DRILL

1. The greatest danger to any army is boredom. This is especially true of men having the kind of duties which may fall to the Home Guard. It is part of the Nazi method to increase boredom, so as to break down morale.

You must remember that, in order to be ready at the right moment whenever it comes, you must maintain keenness and routine, even when there seems no need for them. You must carry out duties such as guarding observation posts, etc., even when it seems quite certain that there is nothing for them to be guarded against. The experience of Holland and Belgium and other countries was that the Nazis kept them in a perpetual state of nervous excitement and boredom by turns. They will try the same on us.

It is particularly dangerous to allow keenness to become less during the winter when the newness has worn off Home Guard activities, and the weather makes them far less pleasant to carry out.

2. The first defence against boredom is having something to do. The exercises in this manual must, therefore, be constantly carried out, and every Section should invent for itself fresh exercises. It will be particularly valuable to arrange assaults and surprises and manœuvres against observation posts, roadblocks, etc. These will be far more valuable, because more interesting, than the routine inspection of the Guard. There is so much to be learnt that there is no excuse for any unit to "mark time."

3. Another danger to morale is lack of tact. The Home Guard membership is drawn from every age and every class of work. There are bound to be members who feel that they know all about it, because of their own experience in past wars, or who find it difficult to forget civilian distinctions, which have no place in the Home Guard when it is on duty. The only distinction in the Home Guard is that between Section and other Commanders and men, and this distinction is necessary to all armies.

4. Drill. Some people regard drill as the most important part of Home Guard training. Others regard it as a complete waste of time. Drill for drill's sake, the ideal of the old-fashioned drill sergeant, is worse than useless; but a certain amount of drill is valuable, provided its object is always kept in mind. The chief uses of drill are as follows:

- (a) It is useful for men to know how to carry out an action immediately, and at the same time as their comrades. Lives can often be saved by rapid obedience to orders, especially orders to take cover, to advance or retire in open formation. Drill helps men to be able to do this; and, though in the case of Home Guards there is little to be said for parade ground exercises, in which enormous importance is paid to perfection in dressing, etc., properly conducted drill has its place for this reason.
- (b) To avoid accidents. This is especially true of rifle and small arms drill. By moving weapons in a certain way, and carrying out certain movements automatically, the danger of accidents is certainly reduced.
- (c) The average man is very awkward in his movements, especially when he is being looked at. Most members of the Home Guard want to feel sure of themselves as they march down the village street. They do not need to be too smart; but they do not want to look too slovenly. They should at least know how to

march at ease in step, and how to walk up the aisle at Harvest Festival without knocking the pews with their equipment. The modern drill formation of marching in column of three is fortunately very simple.

The standard of drill efficiency desired of Home Guard units is specified in HOME GUARD INSTRUCTION No. 13. DRILL. Issued by the War Office, in the same size as the Manual. It contains details of arms drill, platoon and company drill with diagrams. Section leaders should obtain this booklet through their commanding officer, and fit it into this Manual with an elastic band.

5. A new kind of drill and discipline needed.

The real difficulty about drill and discipline which makes them misunderstood by so many is that with changed methods of warfare drill and discipline must change also. Unfortunately, old-fashioned people have not always realised this, which makes younger people impatient, and in consequence hard to drill and poor in discipline.

Much of parade-ground drill was perfectly suitable for the days when armies fought in stiff geometrical formations such as squares, ranks, files, etc. To-day the Home Guard must prepare itself for quite another kind of warfare, in which irregular bodies of men, usually small in number and thinking for themselves as individuals, have to do the best thing possible, without reference to higher Commands.

This requires a new kind of battle drill, and a modern battle drill has only just been invented.

The old type of drill should therefore be reduced to the smallest possible amount, sufficient to have everyone know how to obey commands rapidly, to control their weapons, and to move on the instant with their fellows.

As far as possible, all movements and all use of weapons should be practised in the field rather than on the barrack square or in the drill hall.

Discipline is as necessary as ever, but it has changed its form. There must be far less spit and polish discipline. The following are essential:—

- (1) Saluting when on duty, when receiving a command or giving a message.
- (2) That part of discipline which is just a matter of good manners, i.e. paying attention to what is going on during instruction, not interfering by noise or other means with one's comrades' powers of concentration, subordinating all daily habits to the job of beating the Nazis, showing mutual respect and community spirit in whatever unit one happens to be.
- (3) Self-discipline so as to avoid any conduct helpful to the enemy or harmful to one's own side. This includes disciplined behaviour to prevent giving away one's position to the enemy either by movement or by leaving material around to catch his eye, track discipline to prevent leaving marks on the surface of the ground which can be photographed by the enemy's reconnaissance plane, sound discipline so that one learns to go about one's job without making any noise likely to attract the attention of the enemy. This is the sort of discipline that has become more important than ever.

6. There is one way in which your task as a member of the Home Guard is more difficult than that of the average soldier. Your duties throw you far more in contact with the civilian population. You must practise tact. Nothing would be more fatal than for the Home Guard to become unpopular in its own locality. The time will come when your ability to carry out your job will depend upon how much you are respected and liked by the civilian population. The worst fault you can show is to give the impression that

you regard your job as a splendid opportunity for bullying and ordering people about.

If you have to ask for an identity card, you should not do it in a dictatorial manner. We want no little Hitlers or Gestapo imitators in the Home Guard. Even if the powers which you possess enable you to do things which may be inconvenient to other people, there is no harm in expressing your regret for any inconvenience you have to cause. Also you should not pass on or make use of any private information which you may get about your neighbours as a result of carrying out your duties.

7. In your behaviour to your fellow Home Guards you must not allow your private likes and dislikes to influence you. You must not criticise other Home Guards to civilians when off duty, and when on duty there should be as little gossip, especially of a malicious nature, as possible.

8. You are to a great extent responsible for building up the good morale of the civilian population in your neighbourhood. The day may come when you will have to be its chief support. In Belgium and Northern France the morale of the civilian population collapsed; instead of remaining safely indoors women and children took to the roads and were mown down by Nazi machine-gun bullets while their own defenders were hindered, because the roads were crowded and impassable.

It will be your duty in an invasion to prevent this sort of thing happening. You must make people stay where they are, and give an example of courage and calmness. You must take your job seriously, so that your neighbourhood will take you seriously.

The Home Guard is a new kind of army, with great duties to perform.

If you are one of the rank and file you need to learn how to carry out orders without backchat, even if you don't see

the purpose of the orders. There is no harm in your explaining afterwards that you don't see the point. If you are a Commander you can only gain the confidence of your men by knowing your job, giving only the right orders and thinking always of your men's welfare before your own. Commanders should always tell men the why and wherefore of every move and instruction, so that the men could carry on without them. Always know your own mind before you give an order, but don't refuse to listen to advice.

EXERCISES

During the winter arms drill can be carried out at intervals, and also blackboard instruction to explain platoon and company drill.

Aerial Torpedo. A torpedo released over the sea by a sea plane, with a propeller which steers it towards the enemy ship when it reaches the sea. It is incorrect to call any bomb released over land a torpedo.

Airborne Troops. This phrase covers troops brought to their field of operation by any method involving air transport.

Battlecraft. The Army Battlecraft Schools train people in fieldcraft and particularly make soldiers carry out exercises in conditions approximating to the real ones by the use of live ammunition, battle noises, etc.

Battle Drill. The new battle drills are designed to instill into all ranks a proper battle procedure suitable for modern war and to eliminate the necessity of giving detailed orders. The movements carried out (for example, crossing a stream under enemy fire, clearing the enemy out of a wood) enable those trained in them to do their job with the minimum of operational orders when the time comes. A platoon commander should not need more than thirty seconds to get his men going if they had practised their job in the form of the modern battle drill.

Blitzkrieg. Lightning war. That is, a rapid and overwhelming sudden attack which destroys a country before it can organize its defence.

Camouflage. Any way of making a man or an object more difficult to see from a distance. Although this can be done by hiding the man or object behind some natural thing, such as turf or leaves, the science of camouflage chiefly consists in knowing how to break up masses of single colours into smaller masses of several colours which mould into one another and disappear from sight at distance. Often bright colours can thus be made invisible.

Combined Operations (Combined Ops. for short).—Operations such as the Commando descents on the Continent of Europe which are planned and controlled by a special military organization with Lord Louis Mountbatten at the head and representatives of Army, Navy and Air Force on it.

Commando. Originally used in the South African War for the mobile Boer forces acting on their own as harassing troops. Now used for men specially trained for tasks such as combined operations against the Continent where intelligence, activity and initiative are of supreme importance.

Consolidation. Consolidating a position implies the establishment of defensive posts in order to repel the enemies' counter attacks from whatever direction.

Dive Bombing. Instead of dropping a bomb so that it will hit the objective, the pilot hurls his plane towards the objective, as though the plane and the bomb were all one. Very close to the ground he releases the bomb, flattens out and flies off. The real danger of dive-bombing is not that it kills more easily, but that owing to the noise it is very hard on the nerves of the defenders.

Fieldcraft. The art of changing yourself from a civilized human being handling weapons to a hunting animal able to move, freeze up, choose cover and escape observation, thanks to severely disciplining your body and mind. The Japanese are said to have succeeded in Malaya largely thanks to their superior fieldcraft. The Russians are harassing the Germans behind their lines by the same means.

Fifth Column. General Mola, a supporter of the Spanish General Franco, invented this phrase at a time when four of Franco's columns were closing in on Madrid. "We will capture Madrid" he said, "with the Fifth Column hidden inside." That is, the secret traitors working to destroy Madrid from within. "Fifth Column" is now used for the activities of Nazi sympathizers who secretly prepare the way for the Nazi invasion of their countries.

Glide Approach or Silent Approach. The bombing plane shuts off his engines at a great height and at some distance from the target, and then approaches silently so that the defenders are taken unawares. It is this method which enables the Nazis sometimes to drop bombs on civilians before the siren goes.

Infiltration. The method much used by the Germans in France and Japanese in Malaya of filtering through the enemy

lines in small numbers, so as to take up positions which will later help the general advance. Infiltration tactics often ignore the enemy forces altogether, and aim at so occupying the country in rear that the whole defence system crumbles. It is the exact opposite of what our tactics should be in defence against an invasion—see Mopping Up. Naturally our forces are also trained in infiltration and have used it in Libya, for instance.

Mechanised Units. Parts of the Army which are supplied with motor-driven vehicles for rapid movement, and a large number of mechanical contrivances such as machine-guns, anti-tank guns, armoured cars and tanks. As these take the place in some ways of cavalry, tank units are often still called cavalry, although the horses have gone.

Molotov Bread Basket. A large container holding 50 to 100 small incendiary bombs, which breaks up in mid-air and releases the bombs simultaneously over a small area, thereby causing a number of fires at one time. First used by the Russians in Finland.

Molotov Cocktail. A mixture often made of paraffin, petrol and tar, which can be put in a bottle or tin, lit with a fuse and thrown at a tank, either to destroy part of the mechanism or to smoke out the crew. Although such methods were first used in Spain the name is a result of the great use made of it by the Finns against Russia.

Mopping Up. The careful clearing out of small parties of the enemy that may have been left behind after a general retreat.

Parachute Bombs. This is a large bomb attached to a parachute, dropped from a plane. It is constructed so as to explode on contact with the ground. In this way the force of the explosion is not wasted on making a hole in solid earth, but destroys buildings, etc., in the neighbourhood. It is incorrect to call it a *land-mine*, which is a mine buried in the ground as an ambush.

Paratroops. Should be applied only to troops dropped by parachutes and not to air-borne troops in general.

Partisan. This word is being used to denote the action of local inhabitants in Russia, Yugo-Slavia, Greece, etc. It is not a new word. It was used in the eighteenth century, especially by French military writers, for armed men acting apart from the more scientifically organized armies and used for foraging, harassing the enemy's rear and communications, etc.

Rece (sometimes pronounced 'Rekkie' and short for Reconnaissance). To do a rece means to reconnoitre, usually with light equipment such as gym shoes, no steel helmet or respirator. A Rece Battalion is a new unit of the Regular Army which is completely mechanized but none the less is capable of acting as infantry and trained to be as tough and to march as well as the infantry. Part of its job is to take the place of cavalry for reconnaissance purposes.

Tommy Gun. So called after the chief American manufacturer. A light or sub-machine gun, small enough to be carried by one man. It is only useful for close fighting such as street fighting or fighting in woods or in narrow lanes.

Total Warfare. The kind of warfare imagined by the German General Ludendorff, and to some extent practised by modern Germany. "Total" because everybody, and not just a professional army, fights or works for the sole object of war. "Total" because the whole State is organized for waging war rather than living a peaceful life. "Total" because every civilian becomes a military objective in the eyes of the enemy and every civilian occupation is regarded as a military activity.

SHORT LIST OF MILITARY ABBREVIATIONS

MILITARY ABBREVIATIONS—(Contd.)

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Full title	Abbreviation
i. Headquarters, Formations and Staffs	
General Headquarters	G.H.Q.
1st Armoured Division	1 Armd. Div.
1st (2nd, etc.) Division	1 (2, etc.) Div.
1st (2nd, etc.) Infantry Brigade	1 (2, etc.) Inf. Bde.
Deputy Adjutant-General	D.A.G.
(Deputy) Assistant-Adjutant-General	(D.) A.A.G.
Staff Captain	S.C.
Deputy Quarter-Master-General	D.Q.M.G.
(Deputy) Assistant-Quarter-Master-General	(D.) A.Q.M.G.
(Deputy) Assistant-Adjutant and Quarter-Master-General	(D.) A.A. and Q.M.G.

ii. Other Abbreviations

Acknowledge	ack.
Addressed	addsd.
Adjutant	Adjt.
Administration or Administrative	adm.
Advanced Dressing Station	A.D.S.
Ambulance	Amb.
Ammunition	Amn.
Anti-tank	A. Tk.
Armoured car	Armd.C.
Armoured fighting vehicle	A.F.V.
Artillery	arty.
Attached	att.
Battalion	Bn.
Bridge	br.
Brigade	Bde.
Brigadier	Brig.

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Full title	Abbreviation
Casualty clearing station	C.C.S.
Column	Coln.
Commander, Command, or Commanding	Comd.
Commanding officer	C.O.
Communication	Comm.
Company	Coy.
Cross roads	X. rds.
Despatch rider	D.R.
Divisional or Division	Div.
Exclusive	excl.
Forward	fwd.
Hour	hr.
In charge of	i/c.
Inclusive	incl.
Junction	junc.
Lance-corporal	L-Cpl.
Lieutenant	Lieut.
Light	Lt.
Light machine gun	L.M.G.
Line or lines of communication	L. of C.
Mechanical transport or motor transport	M.T.
Miles in the hour	m.i.h.
Miles per hour	m.p.h.
Motor cycle or Movement control	M.C.
Observation post	O.P.
Officer	offr.
Officer commanding	O.C.
Officer-in-charge	O i/c.
Parachute troops	Paratps.
Petrol	pet.

Full title	Abbreviation
Platoon	Pl.
Point	pt.
Position	posn.
Prisoners of War	P.W.
Private	Pte.
Radio-telephony	R/T.
Reconnaissance or Reconnoitre	recce.
Recovery	Rec.
Reserve	res.
Reference	ref.
Regiment	regt.
Rendezvous	R.V.
Repeated	rpptd.
Road	Rd.
Section	Sec.
Station	Sta.
Supply	Sup.
Traffic Control Post	T.C.P.
Walking wounded collecting post	W.W.C.P.
Wireless telegraphy	W/T.

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